



Ultimate Baseline Out-of-Bounds



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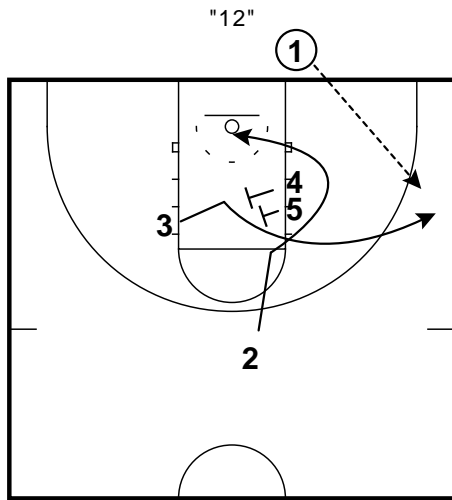
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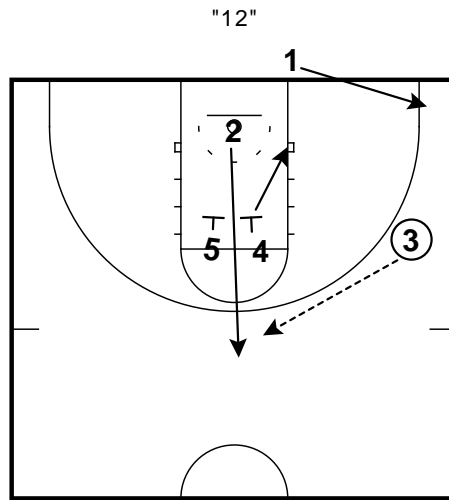
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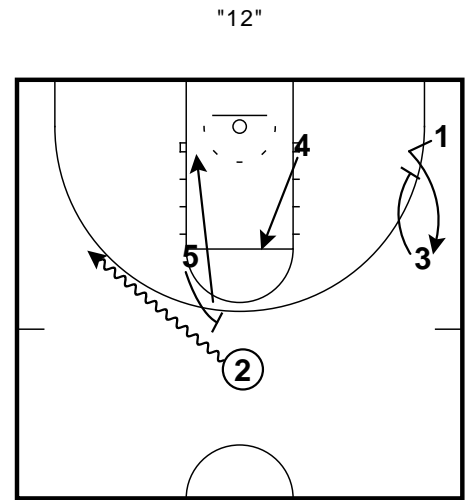
Baseline Out-of-Bounds



- 2 Cuts down the lane line
- 4 and 5 set double screen for 3
- 3 gets pass from 1

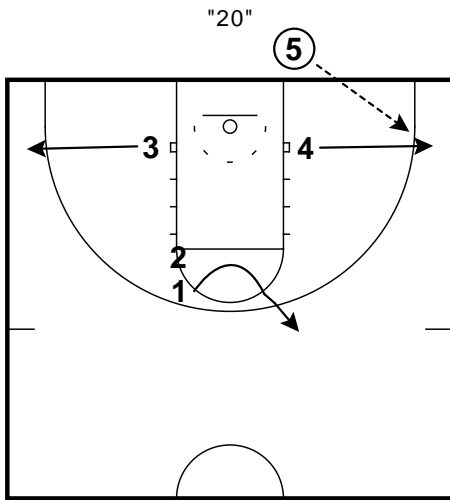


- 4 and 5 sets a double screen for 2 cutting up the middle
- 2 gets a pass from 3
- 4 cuts to block after 2 comes off screen

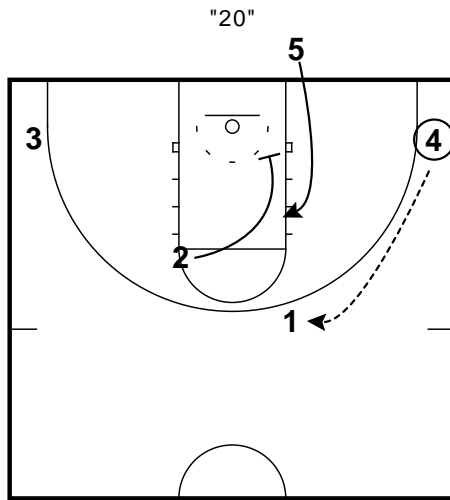


- 5 sets ball screen for 2, then rolls to the basket
- 4 cuts to the high post
- 3 sets screen for 1

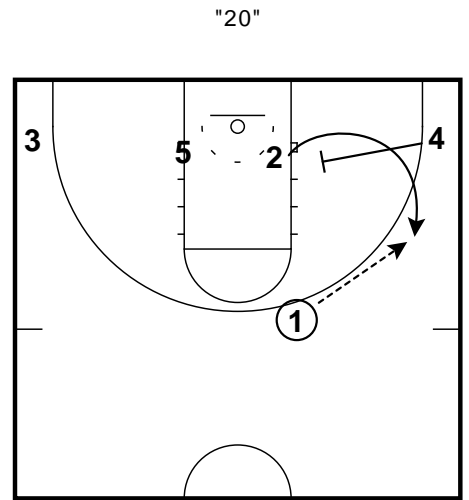
Baseline Out-of-Bounds



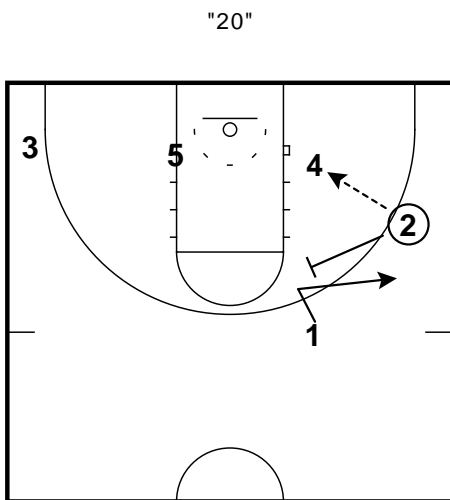
- 4 receives pass
- 3 pops to the three point line



- 4 reverses to 1
- 2 screens for 5
- 1 looks to feed 5 right away

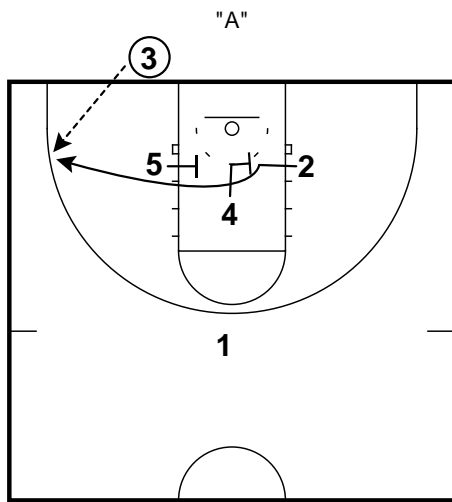


- 4 screens for 2
- 1 looks to hit 2 or 4 on the slip

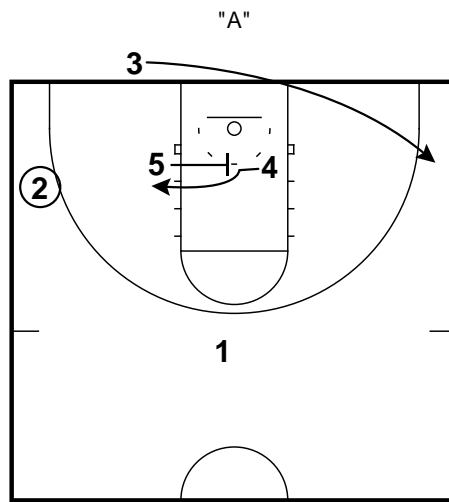


- 2 passes into 4
- 2 elbow screens for 1

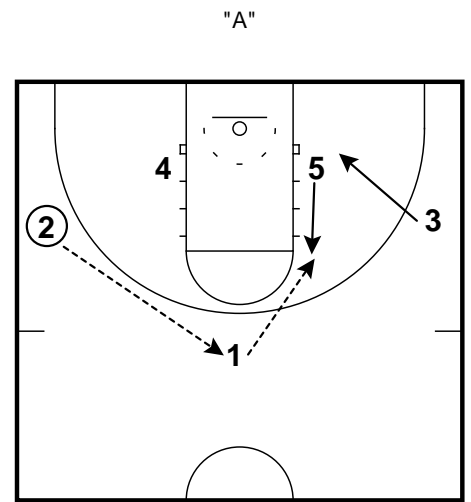
Baseline Out-of-Bounds



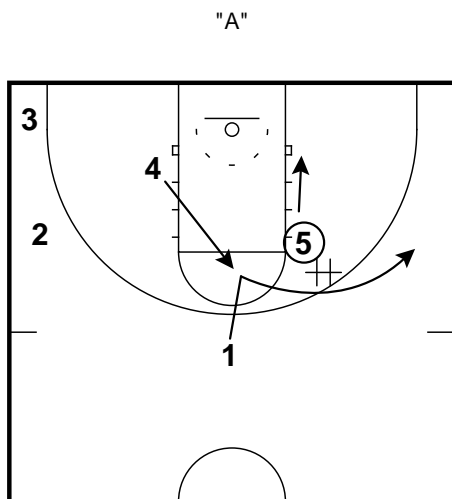
- 4 and 5 turn and set a double screen for 2
- 2 runs off both screens to the corner
- 3 passes to 2 coming off the screens



- 3 cuts to opposite corner
- 5 sets a cross screen for 4

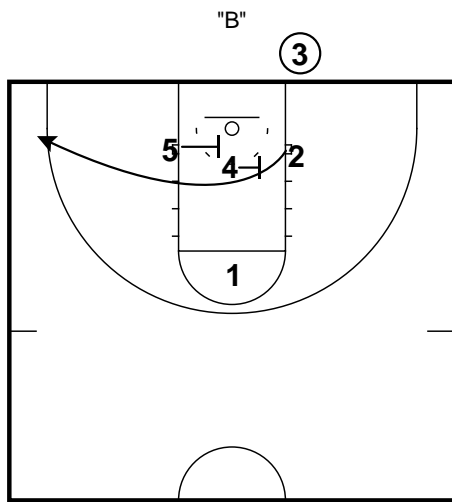


- 2 reverses to 1
- 5 flashes to the elbow
- 1 passes to 5
- 3 cuts backdoor

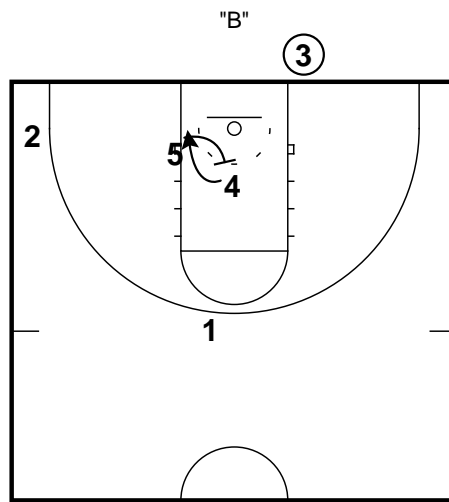


- 1 gets handoff from 5
- 1 and 5 run a run person game on the strong side
- 4 flashes to the high post

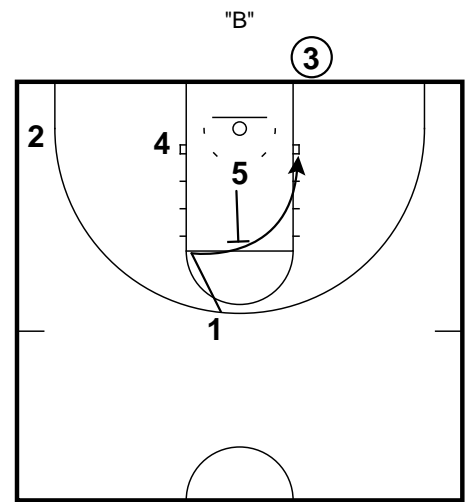
Baseline Out-of-Bounds



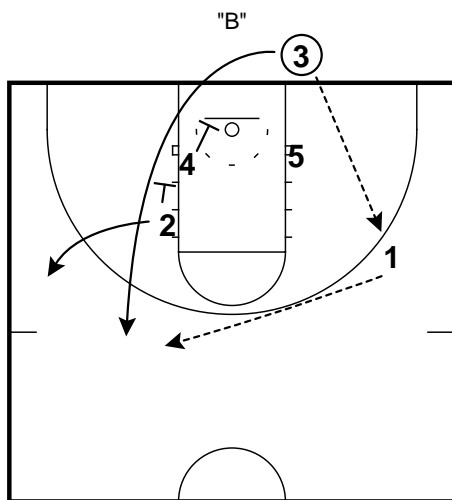
- 4 and 5 sets double screen for 4
- 4 cuts to corner
- 1 pops back to the top



- 5 sets a screen for the 5
- 4 cuts to the basket

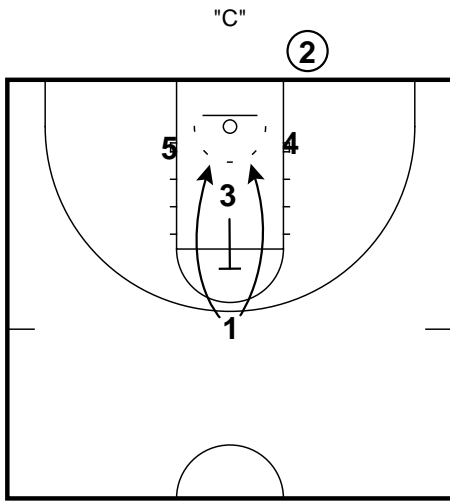


- 5 sets a screen for 1 at the free throw line
- 1 cuts off the screen to the ball

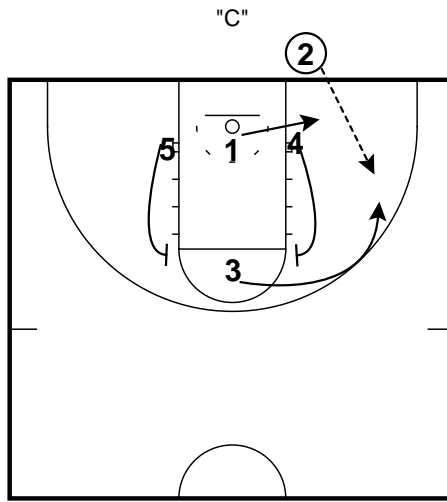


- 3 passes to 1 on the wing
- 2 and 5 sets double screen for 3
- 1 looks for 3 coming off the double screens

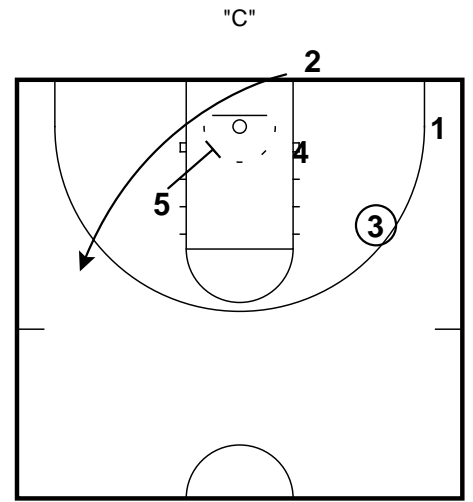
Baseline Out-of-Bounds



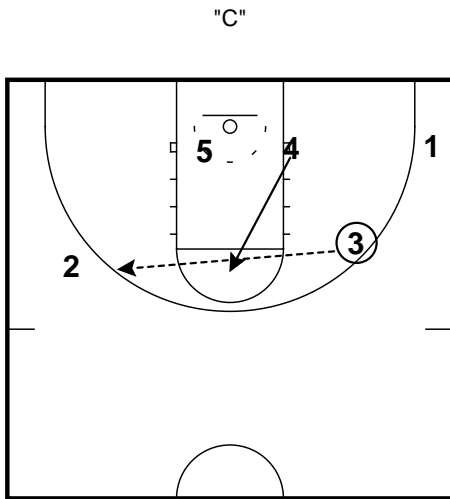
- 3 screens up for 1
- 1 cuts hard either way



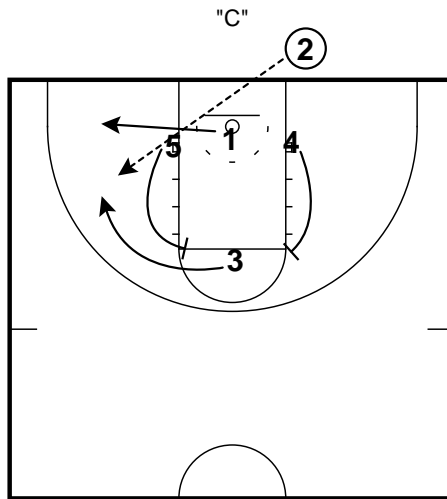
- If 3 cuts strong side:
- 2 passes to 3 coming off screen from 4
 - 1 cuts out to strong side corner



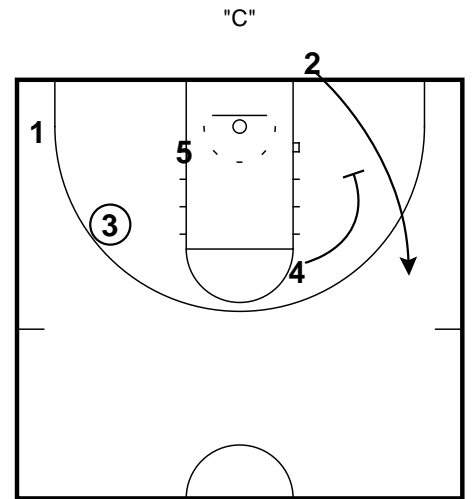
- 5 sets a screen for 2 cutting to the opposite side



- If 3 doesn't have a shot, pass to 2 on opposite side
- 2 has a shot or post feed to 5
- 4 flashes to free throw line



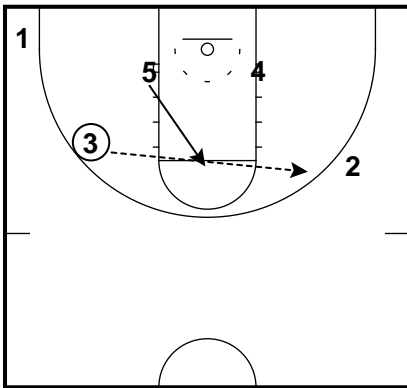
- If 3 cuts weakside:
- 2 passes to 3 coming off screen from 5
 - 1 cuts out to ball side corner



- 4 sets a down screen for 2

Baseline Out-of-Bounds

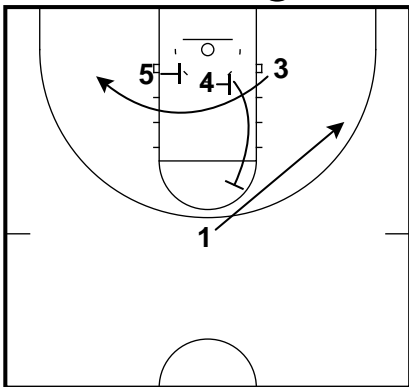
"C"



- If 3 doesn't have a shot pass to 2 on opposite side
- If 2 doesn't have a shot, look at 4 in the post
- 5 flashes to free throw line

"D" for Double ("B" Counter)

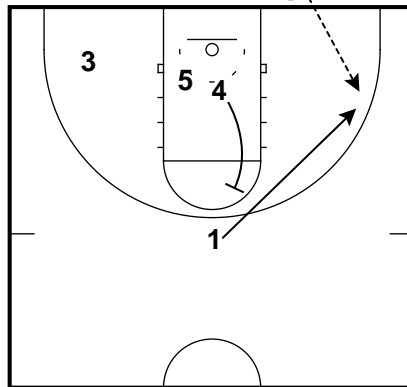
②



- 4 and 5 set screen for 3 cutting across

"D" for Double ("B" Counter)

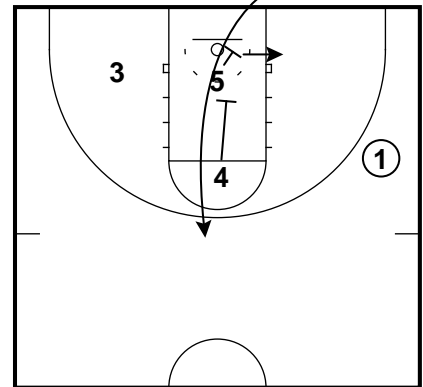
②



- 4 sets a screen for 1 at the top of the key
- 2 looks for 1 coming off the screen

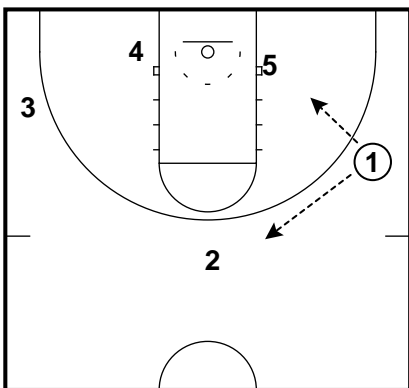
"D" for Double ("B" Counter)

②



- 5 and 4 sets a double stagger screen for 2 coming up the middle
- 5 posts up strong side

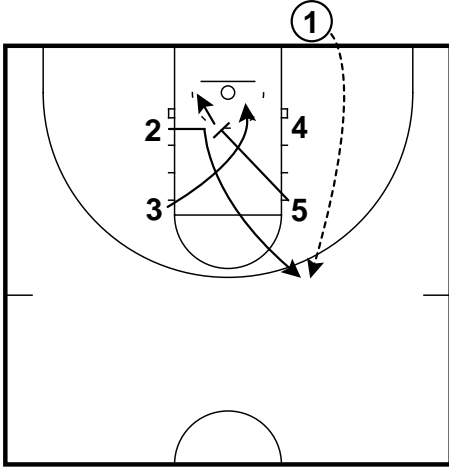
"D" for Double ("B" Counter)



- 1 looks to pass to 5 posting up or 2 at the top

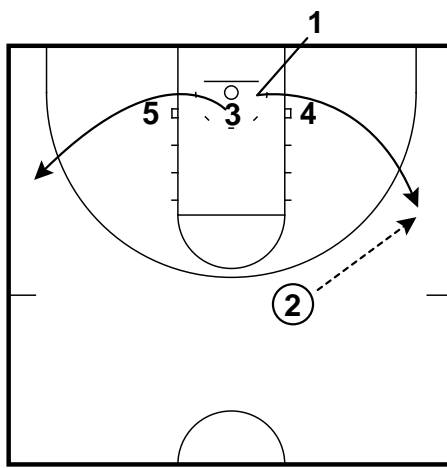
Baseline Out-of-Bounds

"Z"



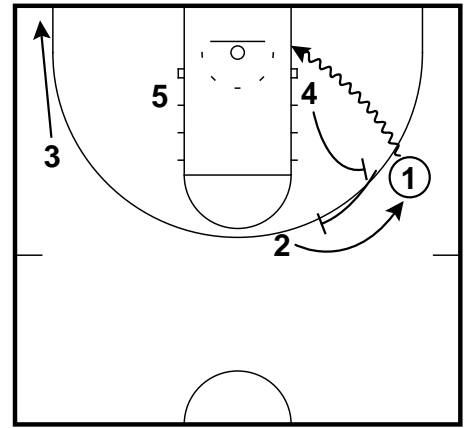
- 5 sets a diagonal down screen for 2, then slips to basket
- 3 cuts after 5 to the basket
- 1 passes to 2

"Z"



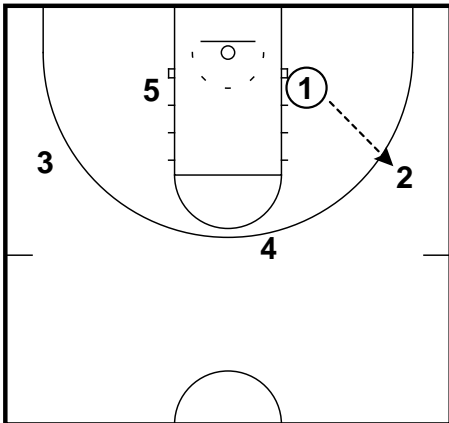
- 1 cuts off 4 to the wing
- 3 cuts to opposite wing

"Z"



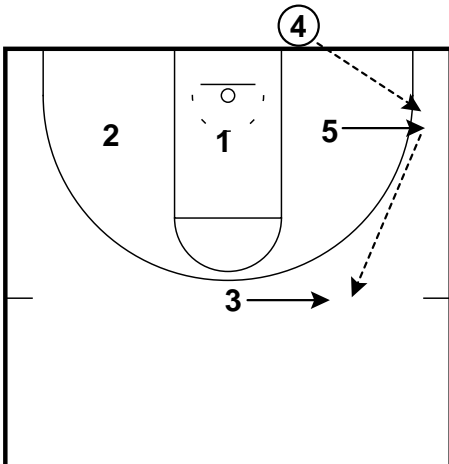
- 4 steps out to set a screen for 1
- 1 turns down the screen and drives baseline
- 4 turns and sets an arc screen for 2
- 3 floods to the corner

"Z"

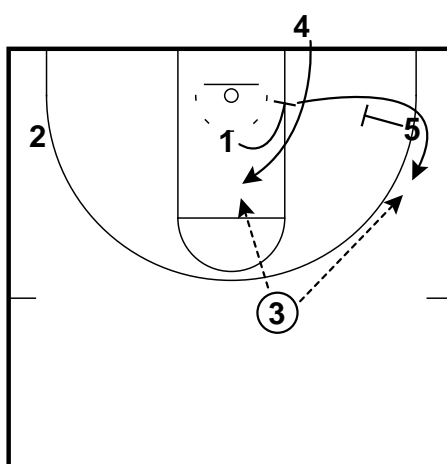


- 1 passes to the 2 for a shot

1-Out

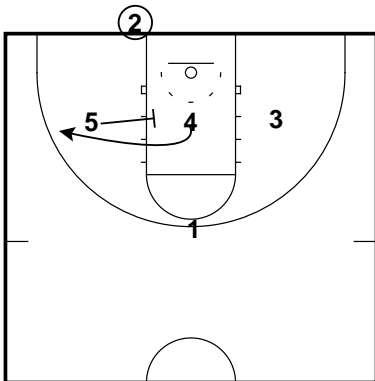


1-Out



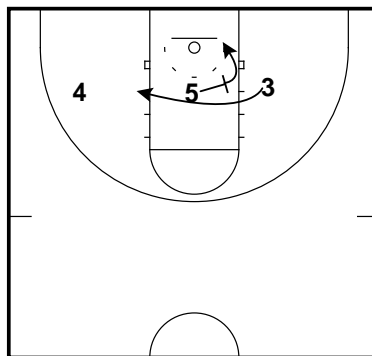
Baseline Out-of-Bounds

3 Across



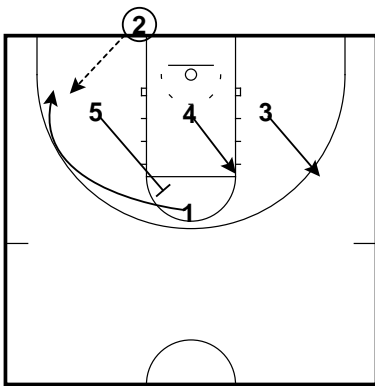
5 sets screen for 4.

3 Across



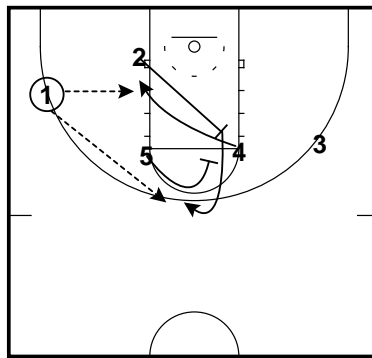
5 then sets another screen for 3. 5 then flashes back to the ball.

3 Across- Diagonal back screen



5 up screens for 1.

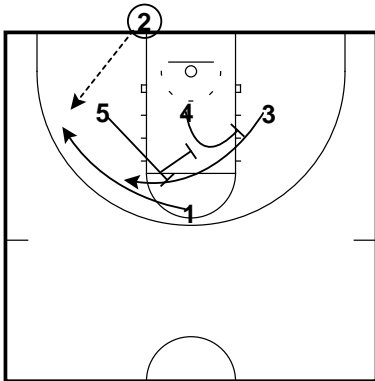
3 Across- Diagonal back screen



2 steps in & sets diagonal back screen for 4.
5 sets down screen for 2 to pop to top of key.

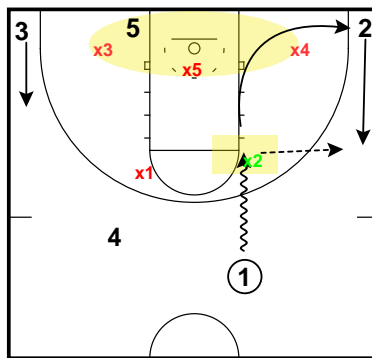
Baseline Out-of-Bounds

3 Across- Stagger

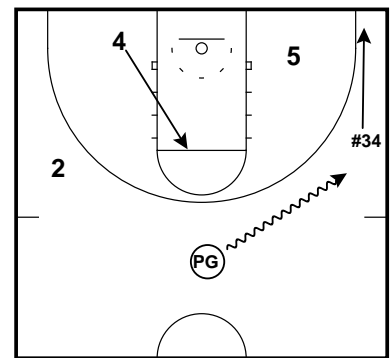


5 sets up screen for 1. 5 & 4 set stagger screen for 3. 2 can step in & post.

3 Across- Stagger

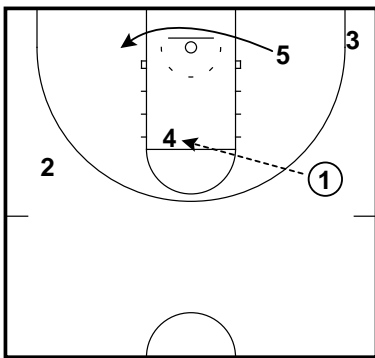


3 Across- Stagger

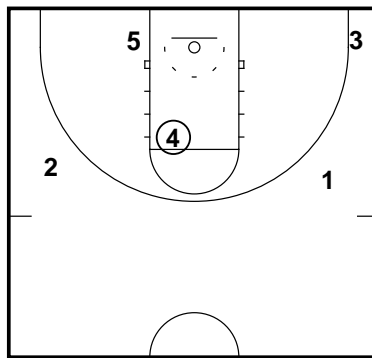


1 dribble enters to the wing

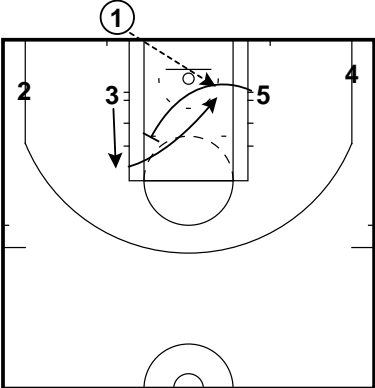
3 Across- Stagger



3 Across- Stagger

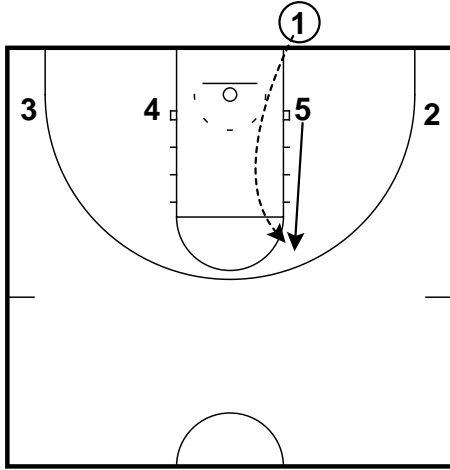


3 Down (X)



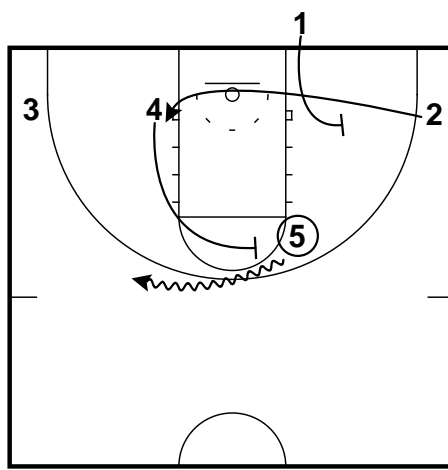
Baseline Out-of-Bounds

4 Low Pin



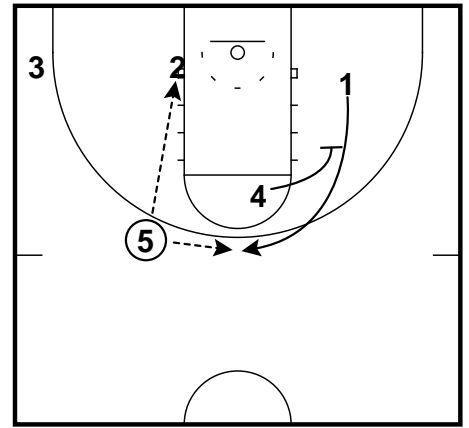
1 throws over the top to 5.

4 Low Pin



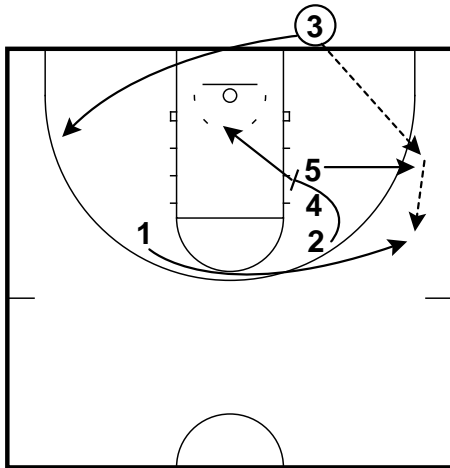
4 sets a ball screen for 5 as 1 steps in to set a flex screen for 2.

4 Low Pin



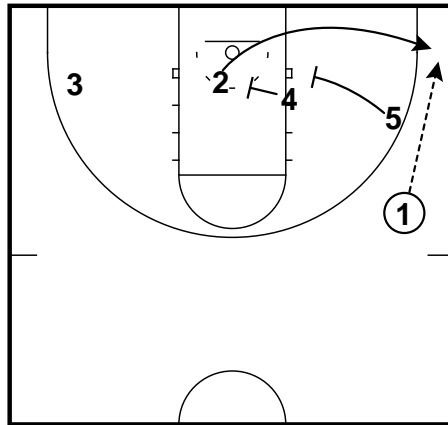
After the ball screen, 4 screens the screener to pin down for 1. 5 can hit 2 if open on the flex cut, or 1 at the top for the shot.

5 Pop



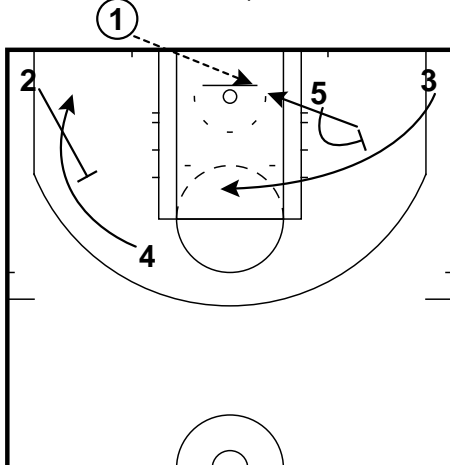
2 wraps and screens in on X5, 5 pops out to catch the ball from 3. 5 passes to 1.

5 Pop



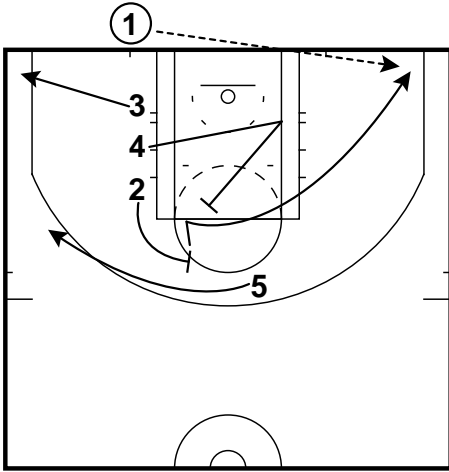
4 and 5 set a double screen for 2 who gets a wide open three in the corner.

ATO Open

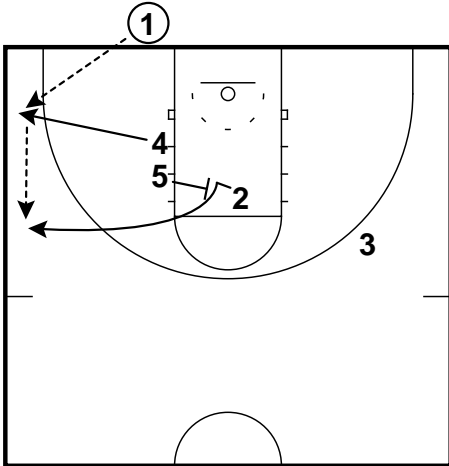


Baseline Out-of-Bounds

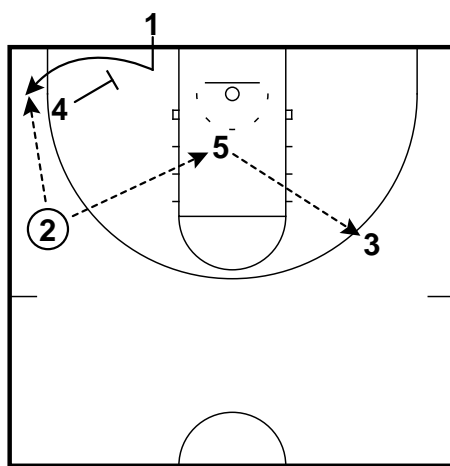
ATO Weak



Baseline 42 Arrow



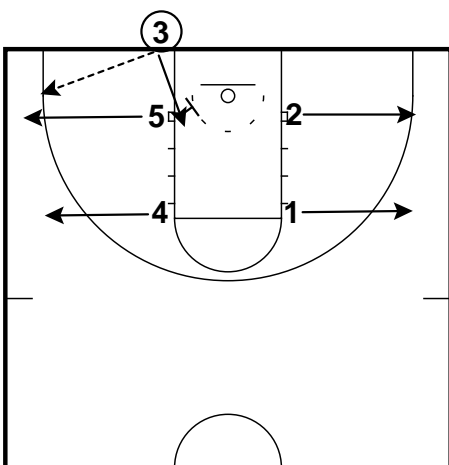
Baseline 42 Arrow



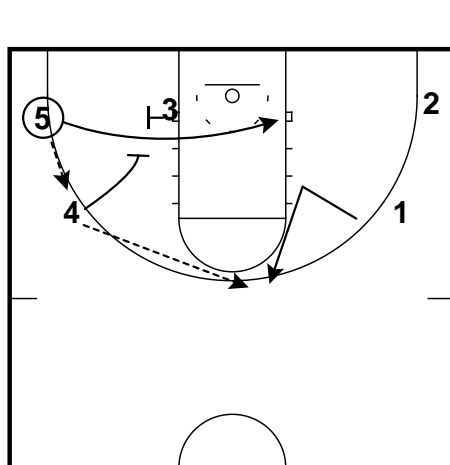
4 steps out to corner. 5 screens for 2 to wing. 1 passes to 4, 4 passes to 2.

4 screens for 1 to corner. 2 looks to hit 5 in post or 1 in corner. If defense collapses, 5 can kick out to 3.

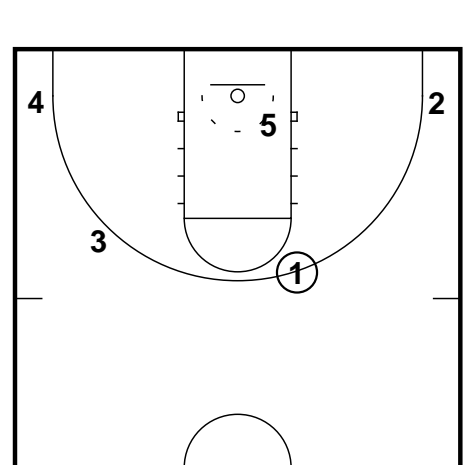
BLOB 1



BLOB 1



BLOB 1



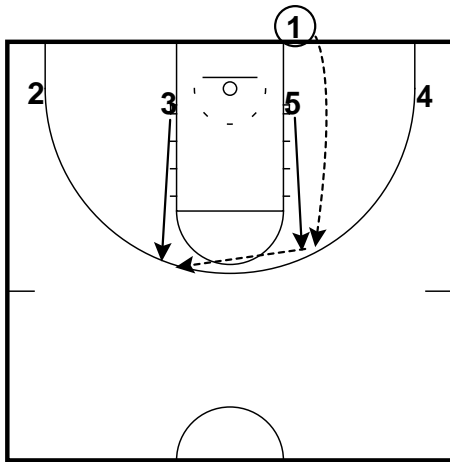
5 player pops out for inbounds pass, 3 player steps on and ducks in hard for post touch.

If the post entry isn't there, reverse the ball and run flex.

Look in, or reverse and continue flex.

Baseline Out-of-Bounds

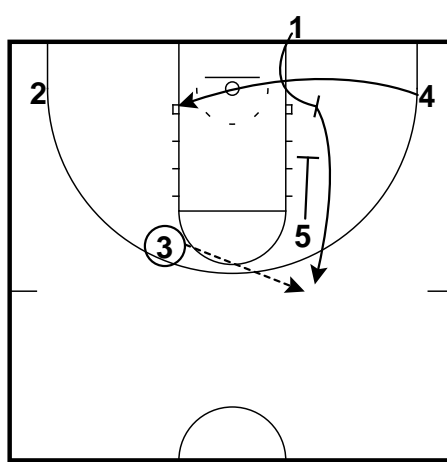
BLOB 4 Flat Flex



1 passes to 5 flashing up the lane line.

5 passes to 3.

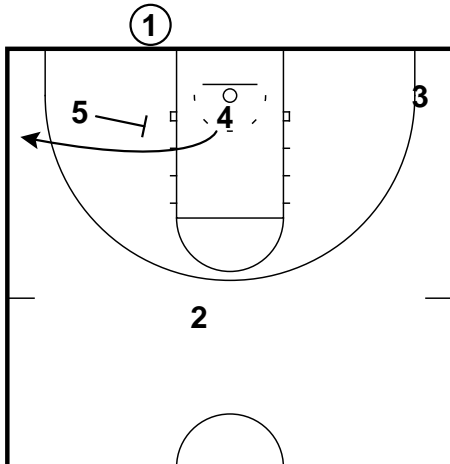
BLOB 4 Flat Flex



1 sets a flex screen for 4.

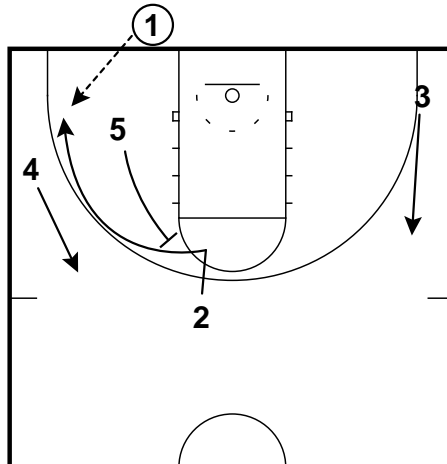
5 sets a down screen for 1.

BLOB Corner Shot



4 cuts to the corner off of the screen from 5.

BLOB Corner Shot



If 4 isn't open, he cuts to the wing.

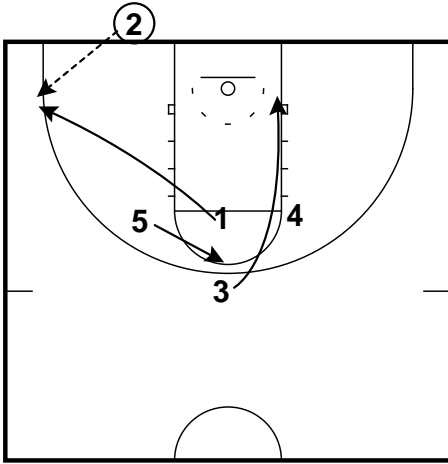
5 screens for 2 cutting to the corner.

1 passes to 2 for the shot.

3 slides to the weakside wing.

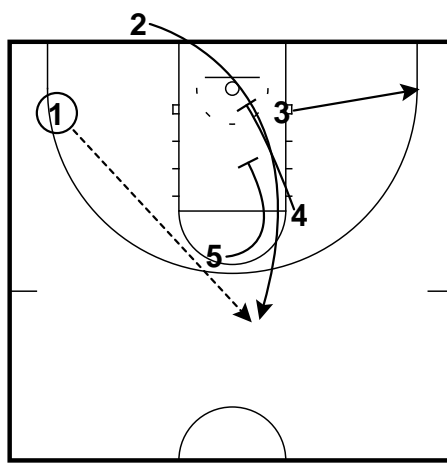
Baseline Out-of-Bounds

BLOB Dive Stagger



2 passes to 1 in the corner.

BLOB Dive Stagger

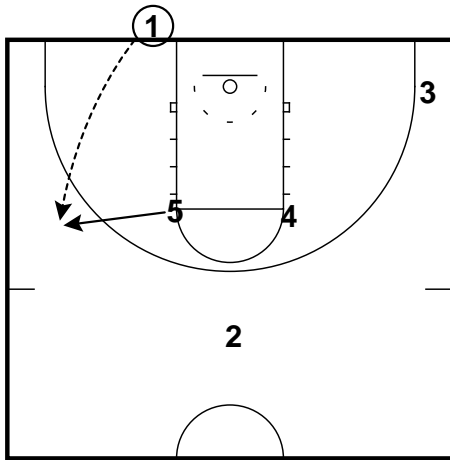


4 and 5 set a staggered screen for 4 and 5.

1 passes to 2 for a shot.

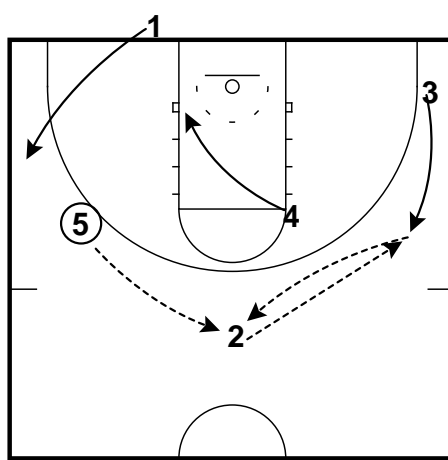
Baseline Out-of-Bounds

BLOB Double Stack Rub



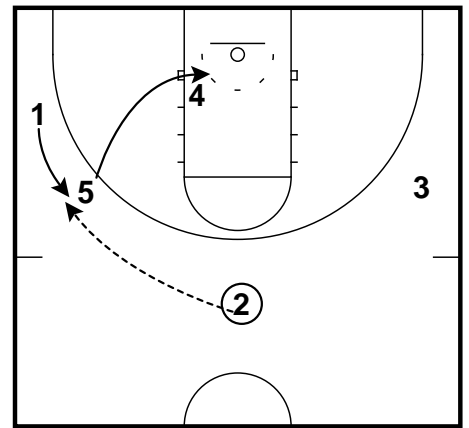
1 passes to 5 stepping out to the wing.

BLOB Double Stack Rub



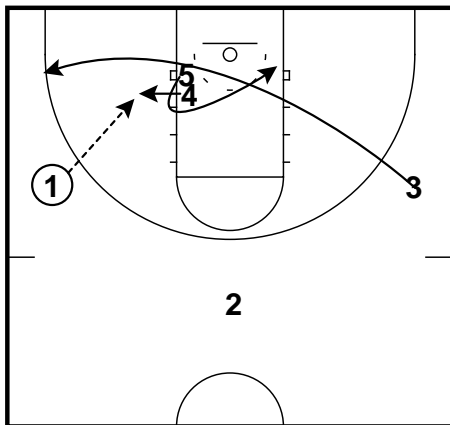
4 passes to 2 who passes to 3.
3 passes back to 2.

BLOB Double Stack Rub



1 passes to 4 and 5 moves down to the block.

BLOB Double Stack Rub



3 cuts around 5 and 4.

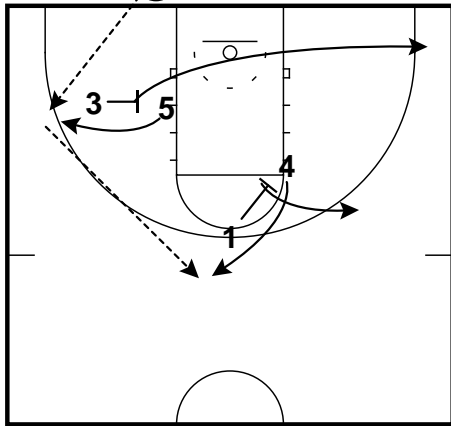
5 loops around 4.

1 looks to pass inside to 4.

Baseline Out-of-Bounds

BLOB Reverse Rip STS

2



3 screens for 5 then cuts to the corner.

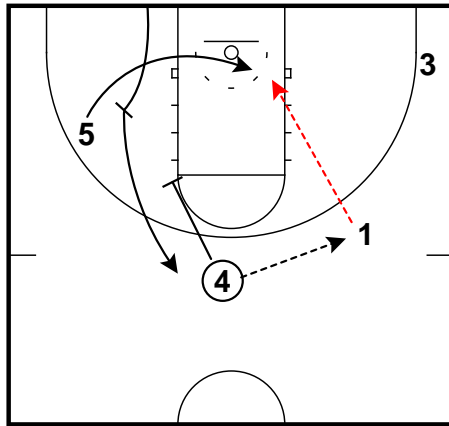
2 passes to 5.

1 screens for 4 then pops to the wing.

5 passes to 4.

BLOB Reverse Rip STS

2



4 reverses the ball to 1.

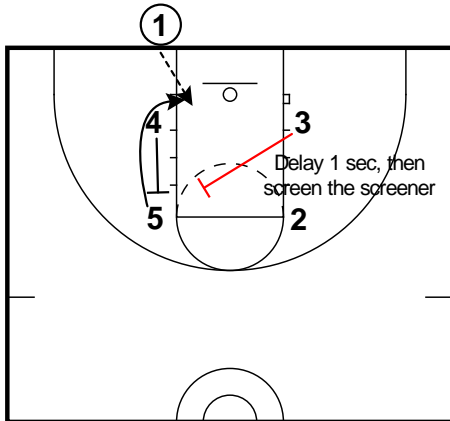
2 sets a back screen for 5 cutting to the basket.

1 passes to 5 for a layup.

If 5 isn't open, 4 screens for 2 coming up top for a shot.

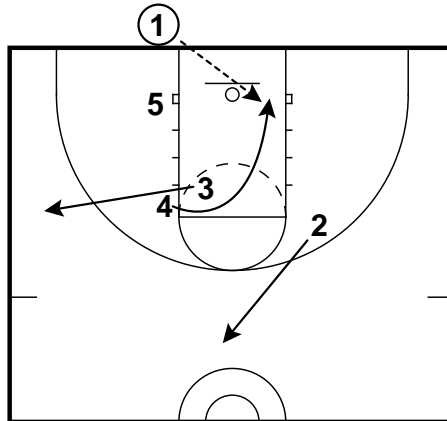
Baseline Out-of-Bounds

Box 1 Floppy



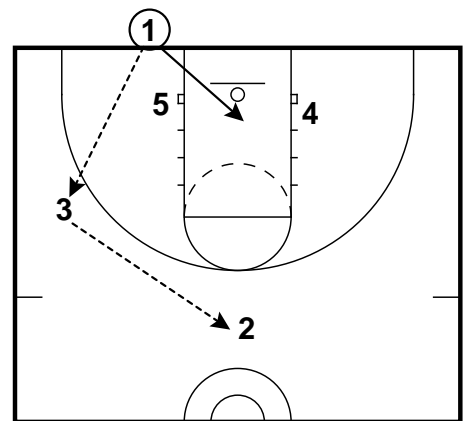
4 sets a screen for 5. 3 delays one second then sets a screen for 4.

Box 1 Floppy



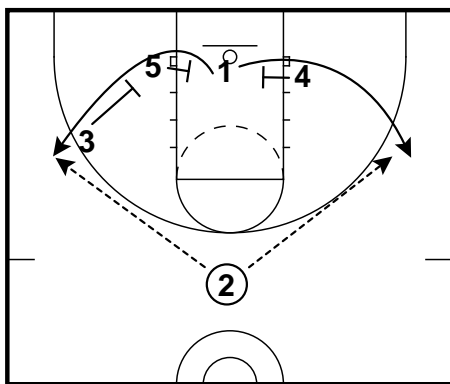
4 uses the screen for the 2nd scoring option. After the screen, 3 cuts to the wing and 2 releases as a safety valve.

Box 1 Floppy



If 4 is not open, 1 enters to 3 and steps under the basket. 3 passes to 2.

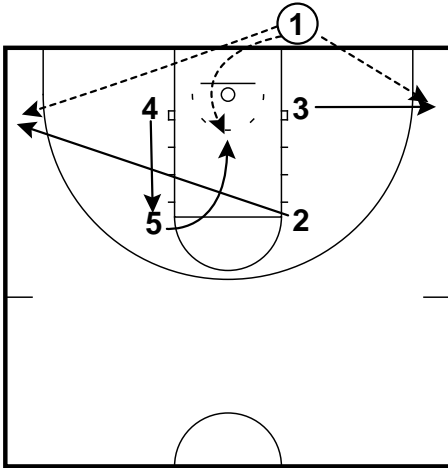
Box 1 Floppy



1 can choose the pin screen by 4 or to use the staggered screen provided by 5 and 3.

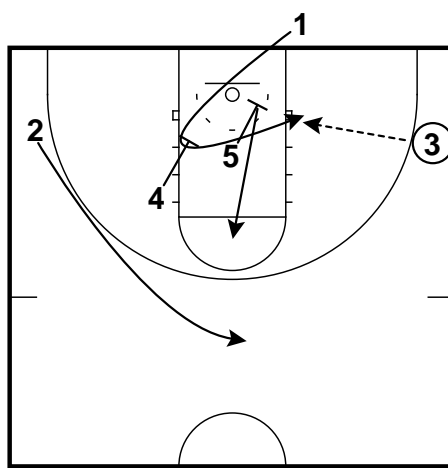
Baseline Out-of-Bounds

Box 1 Punch



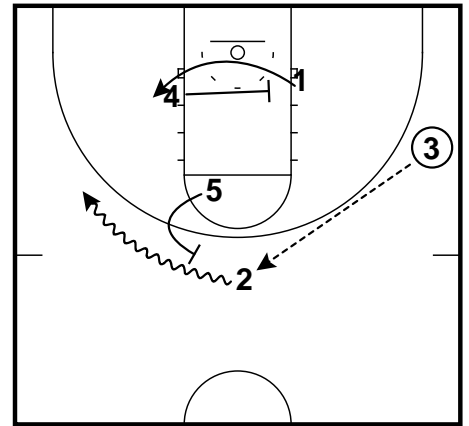
3 cuts to ballside corner, 2 slices across to opposite corner looking for a shot. 5 looks for lob from 1 while 4 replaces 5.

Box 1 Punch



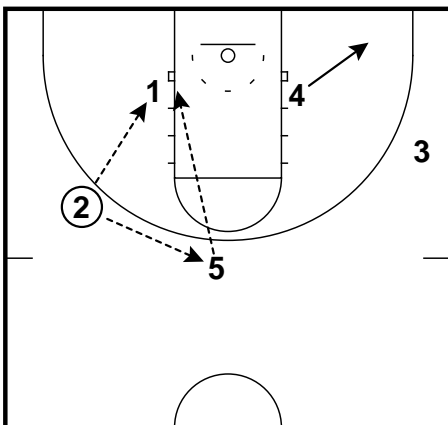
2 releases to top. 4 and 5 set a staggered screen for 1 looping around to ballside post. 5 shapes up to high post after screen. 3 looks to feed 1 in the post.

Box 1 Punch



3 swings ball to 2 at the top. 5 sets a ball screen for 2 while 4 lane screens for 1.

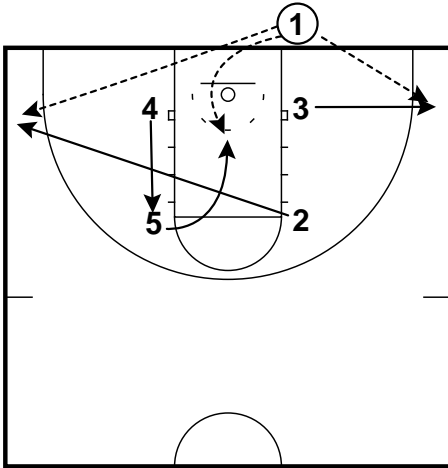
Box 1 Punch



2 looks to feed 1 in the post or hit 5 for the high-low pass as 4 spaces to short corner.

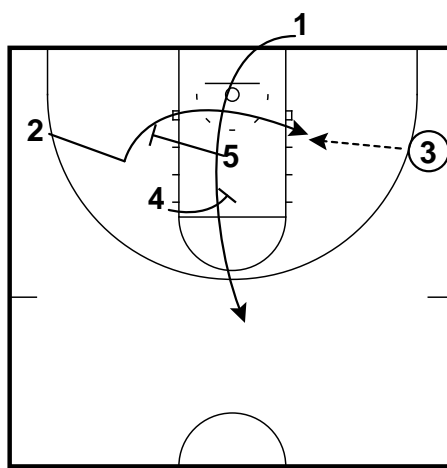
Baseline Out-of-Bounds

Box 2 Punch



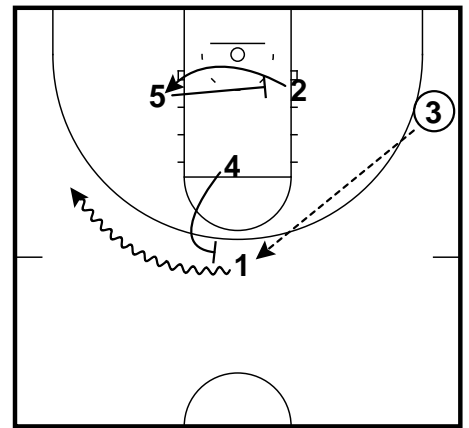
3 cuts to ballside corner, 2 slices across to opposite corner looking for a shot. 5 looks for lob from 1 while 4 replaces 5.

Box 2 Punch



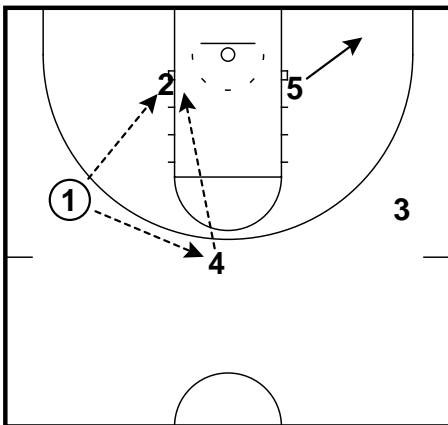
5 screens for 2 to ballside post. 4 sets screen for 1 to top of key. 3 looks to feed 2 in the post.

Box 2 Punch



3 swings the ball to 1 at the top. 4 sets a ball screen for 1 as 5 lane screens for 2.

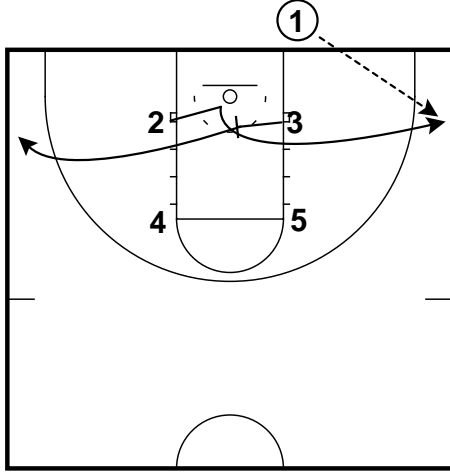
Box 2 Punch



1 looks to feed 2 in the post or hit 4 for the high-low pass as 5 spaces to short corner.

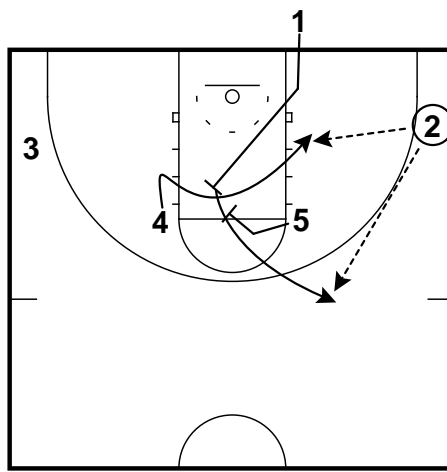
Baseline Out-of-Bounds

Box 23 Slice STS



Frame 1: 3 lane screens for 2 to the ball side corner to receive inbound pass from 1. 3 spaces to opposite corner.

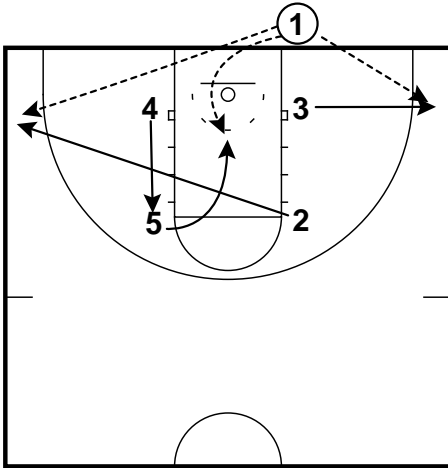
Box 23 Slice STS



Frame 2: 1 steps inbounds and backscreens for 4 cutting to post. 5 screens the screener for 1. 2 can hit 4 in post or 1 for the shot.

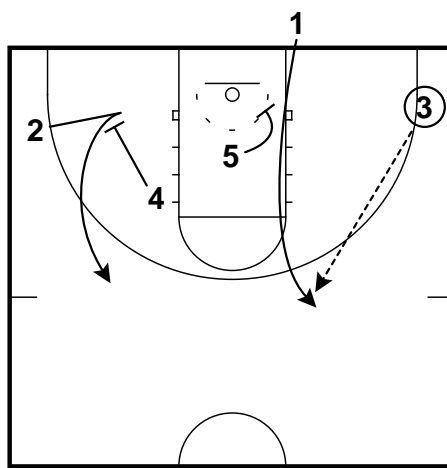
Baseline Out-of-Bounds

Box 3 Punch



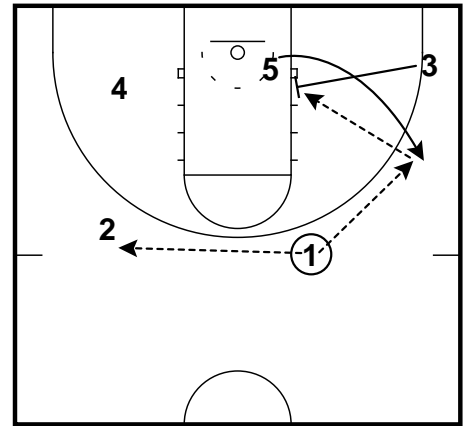
3 cuts to ballside corner, 2 slices across to opposite corner looking for a shot. 5 looks for lob from 1 while 4 replaces 5.

Box 3 Punch



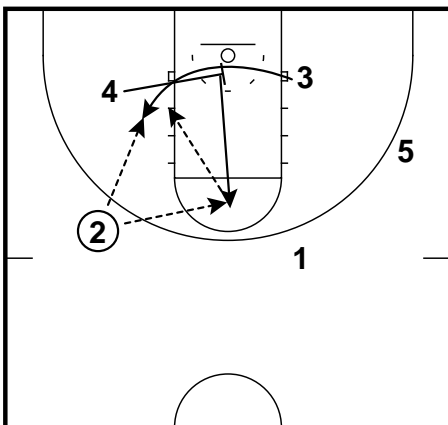
If 1 doesn't have 2 or 5 open for a shot, inbounds pass goes to 3. 5 sets a screen on 1's defender to top to receive pass from 3. 4 sets a weakside screen for 2.

Box 3 Punch



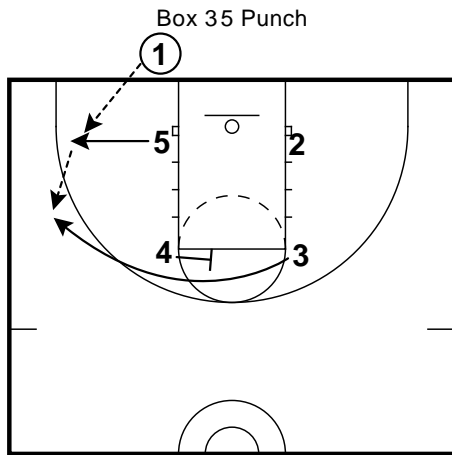
3 pins in for 5. 1 can hit 2 or 5 on the perimeter. If 5 gets the pass, 3 is looking to seal for a post feed.

Box 3 Punch

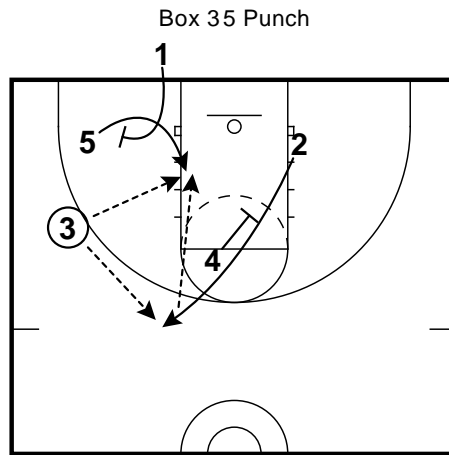


If 2 gets the pass, 4 lane screens for 3 and shapes up to the high post. 2 looks to feed 3 in the post or hit 4 for the high-low pass.

Baseline Out-of-Bounds



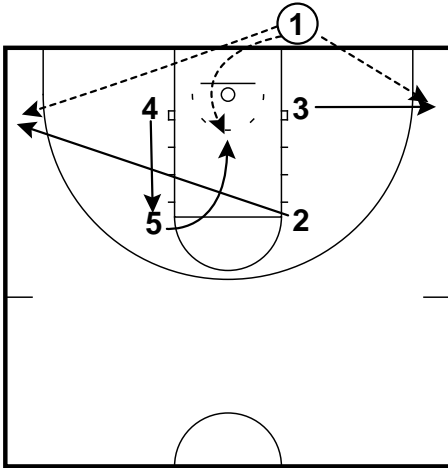
5 steps out to receive inbound pass. 4 screens for 3 to wing to receive pass from 5.



1 back screens for 5 trying to force a switch. 4 pin screens for 2 to the top. 3 can feed 5 or pass to 2 for a shot or better angle on the post feed.

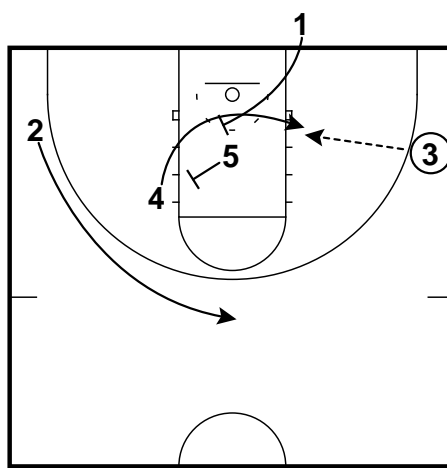
Baseline Out-of-Bounds

Box 4 Punch



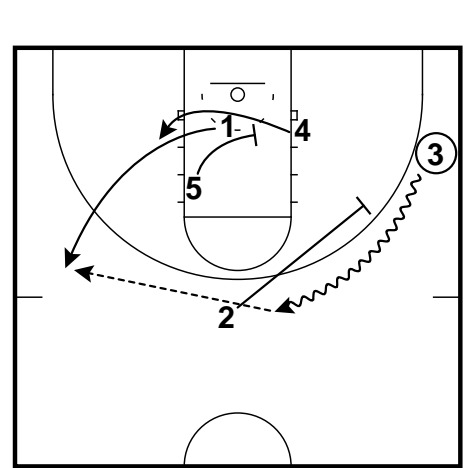
3 cuts to ballside corner, 2 slices across to opposite corner looking for a shot. 5 looks for lob from 1 while 4 replaces 5.

Box 4 Punch



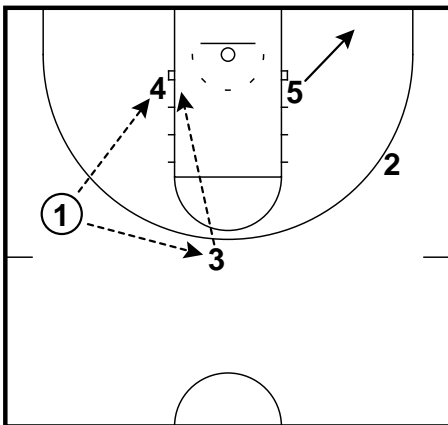
1 and 5 set a staggered screen for 4 as 2 releases to top. 3 looks to feed 4 in the post.

Box 4 Punch



2 sets a ball screen for 3. 3 passes to 1 cutting to wing. 5 lane screens for 4 to ballside block.

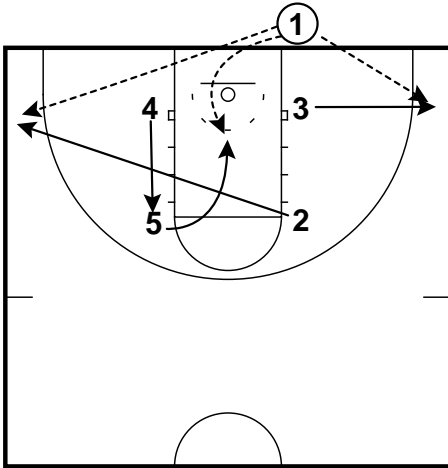
Box 4 Punch



1 looks to feed 4 in the post or hit 3 for the high-low pass as 5 spaces to short corner.

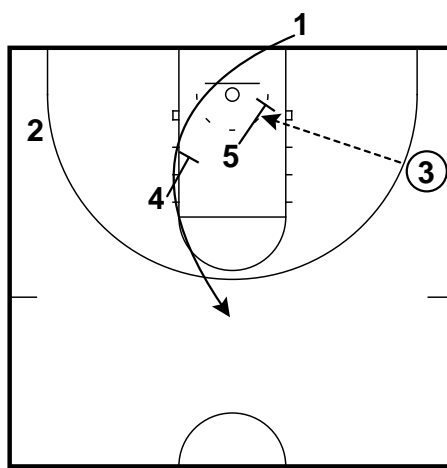
Baseline Out-of-Bounds

Box 5 Punch



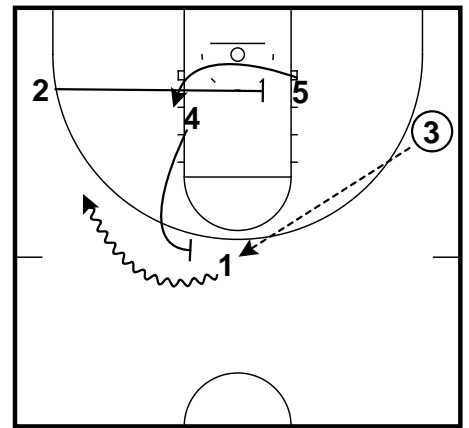
3 cuts to ballside corner, 2 slices across to opposite corner looking for a shot. 5 looks for lob from 1 while 4 replaces 5.

Box 5 Punch



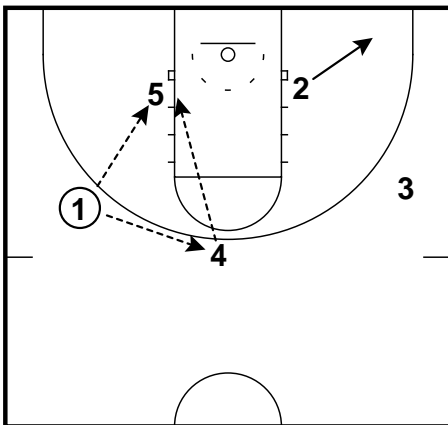
4 and 5 set a staggered screen for 1 to the top. 3 looks to feed 5 in the post sealing after the screen.

Box 5 Punch



3 swings the ball to 1 at the top. 4 sets a ball screen for 1 as 2 lane screens for 5.

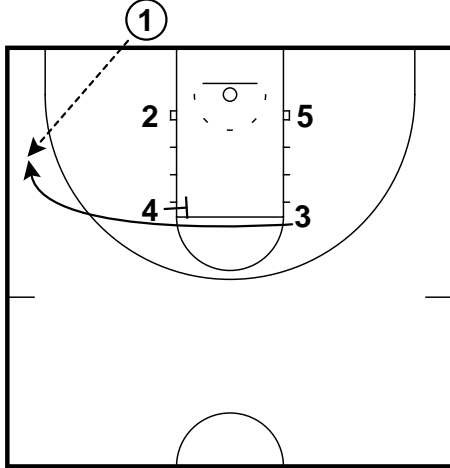
Box 5 Punch



1 looks to feed 5 in the post or hit 4 for the high-low pass as 2 spaces to short corner.

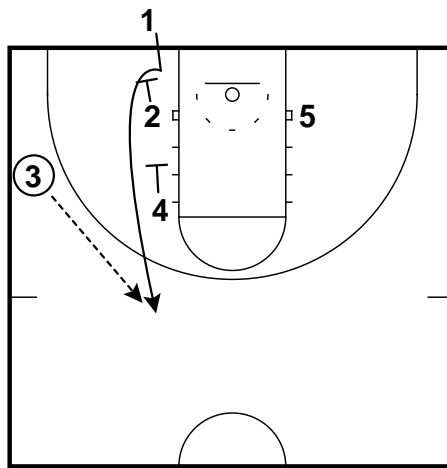
Baseline Out-of-Bounds

Box 53 Overload STS



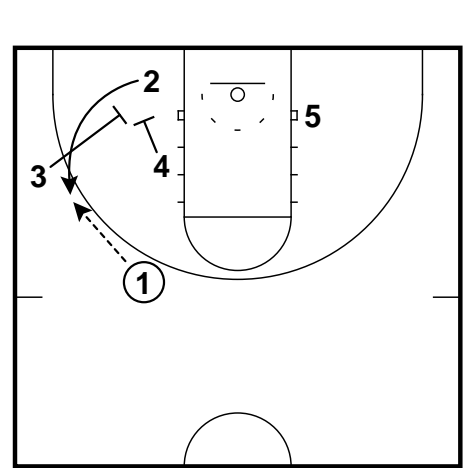
Frame 1: 4 screens for 3 to wing to receive inbound pass from 1.

Box 53 Overload STS



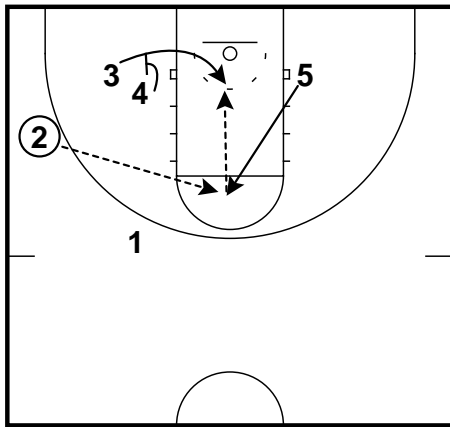
Frame 2: 2 and 4 set staggered zipper screen for 1 to receive pass back from 3.

Box 53 Overload STS



Frame 3: 3 and 4 set a double pin screen for 2 to wing. 1 passes back to 2.

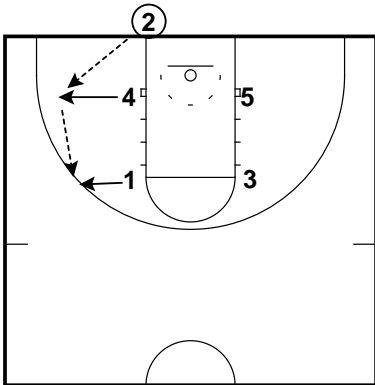
Box 53 Overload STS



Frame 4: 5 flashes to high post to receive ball from 2. 4 turns and screens the screener for 3. 5 hits 3 on the high-low.

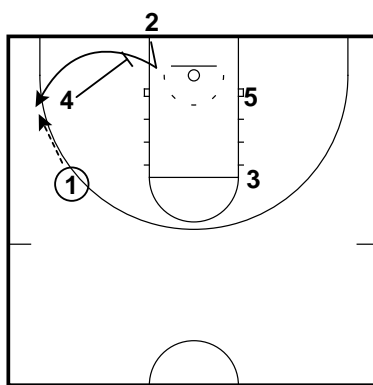
Baseline Out-of-Bounds

Box A-B



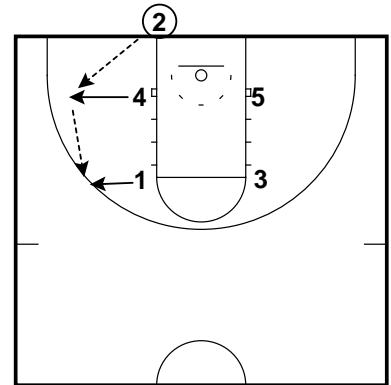
A - 4 steps out to receive pass from 2. 1 steps out to receive pass from 4.

Box A-B



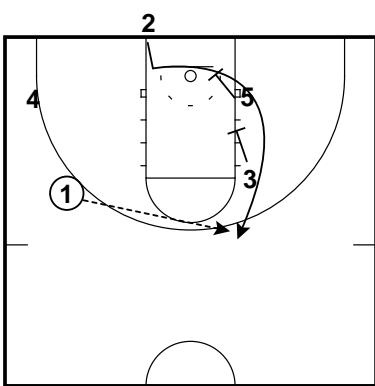
A - 2 steps in and gets a back screen from 4. 1 passes to 2 for shot.

Box A-B



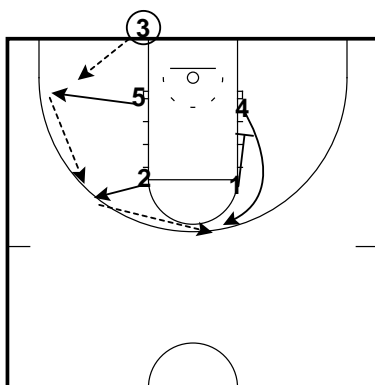
B - 4 steps out to receive pass from 2. 1 steps out to receive pass from 4.

Box A-B



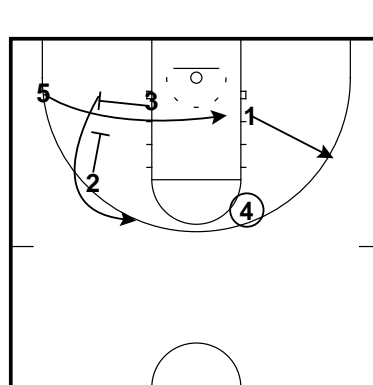
B - 2 steps in and receives a stagger screen from 5 and 3. 1 passes to 2 for shot.

Box Set- Flex Screen



5 pops to corner, ball is inbounded. Reverse to 2. 1 sets down screen for 4. Ball reversed to 4.

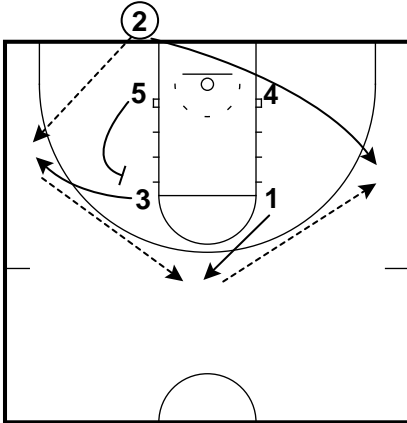
Box Set- Flex Screen



3 steps in and sets flex screen for 5. 2 down screens 3.

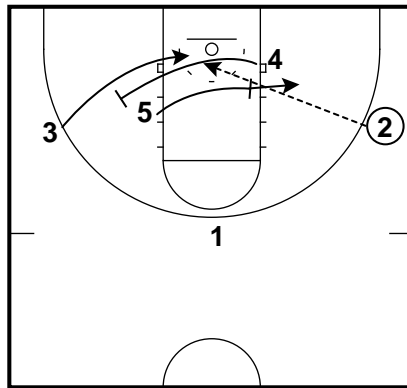
Baseline Out-of-Bounds

Box-Back



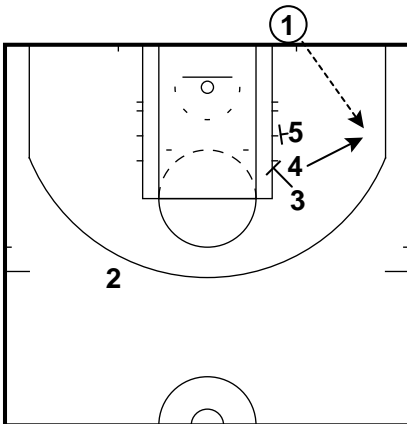
5 screens in for 3, 2 passes to 3. 1 pops out and catches pass from 3. 2 sprints in to opposite wing and 1 passes him the ball.

Box-Back

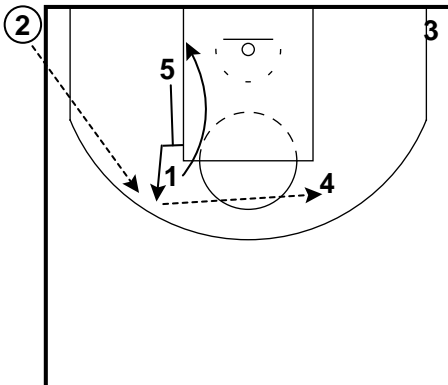


5 cross-screens for 4. (5 then posts). 4 sets a backscreen for 3. 2 throws LOB to 3.

Close

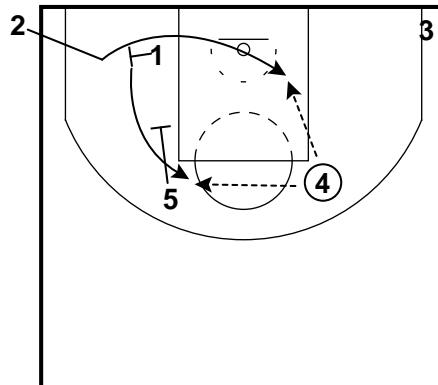


COB Flex



5 screens up for 1 and opens up. 2 passes to 5 who reverses to 4.

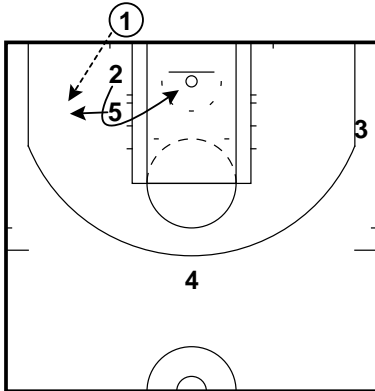
COB Flex



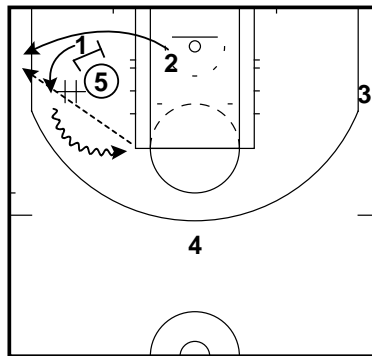
1 sets flex screen and receives down screen from 5. 4 chooses best option.

Baseline Out-of-Bounds

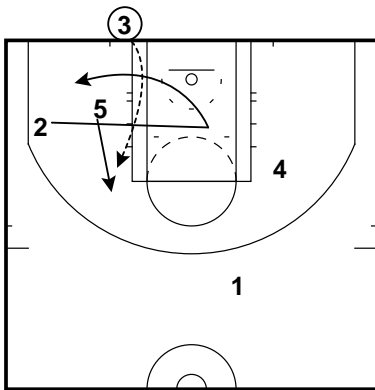
Curl



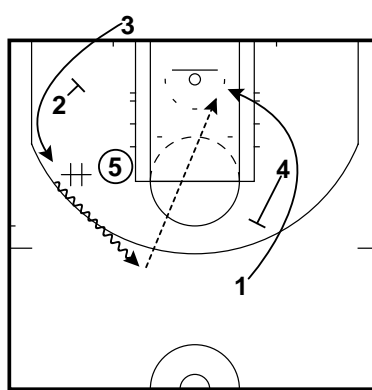
Curl



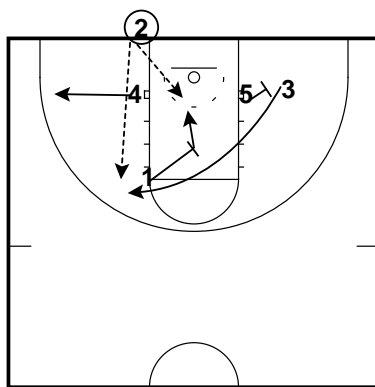
Curl DHO



Curl DHO



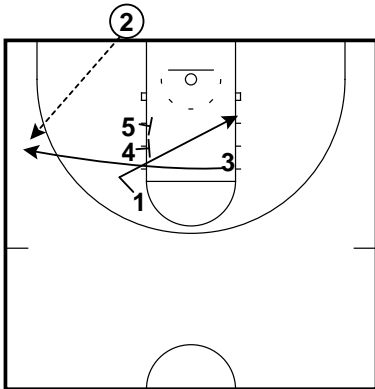
Double



4 cuts out baseline. 5 & 1 turn to set stagger for 3. 3 will shoot off screen or drive. 1 can slip screen, flash to ball.

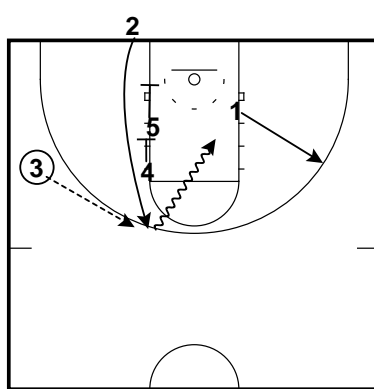
Baseline Out-of-Bounds

Elbow



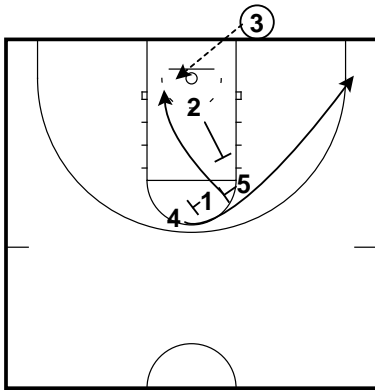
1 sets up man for fake to go left but cuts right instead. 3 cuts after 1 to receive ball on wing.

Elbow



2 comes off a stagger to the top of the key and gets ball. 2 is looking to drive middle. 1 flashes to wing.

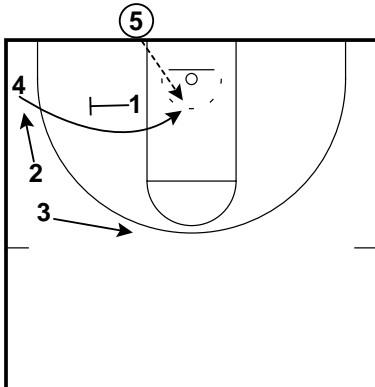
EOG BLOB Post Rip



1 & 5 screen for 4.

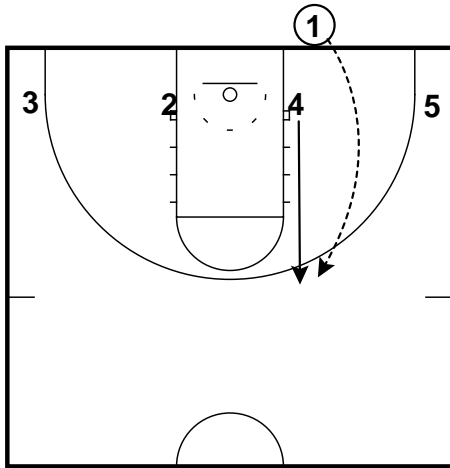
2 screens for 5 coming to the basket.

EOQ Quick



Baseline Out-of-Bounds

Flat Flex BLOB

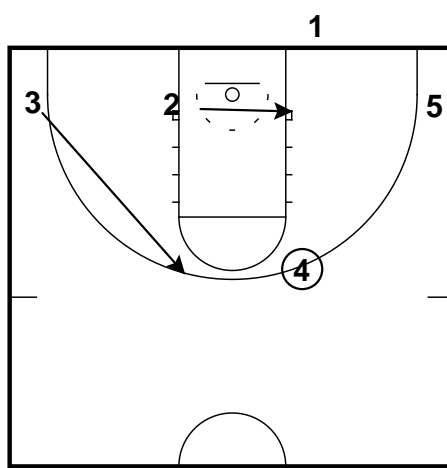


BLOB begins with 1 inbounding

Flat 4-across look with "big" on one side and guards on the other

4 pops up towards high elbow to receive entry from 1

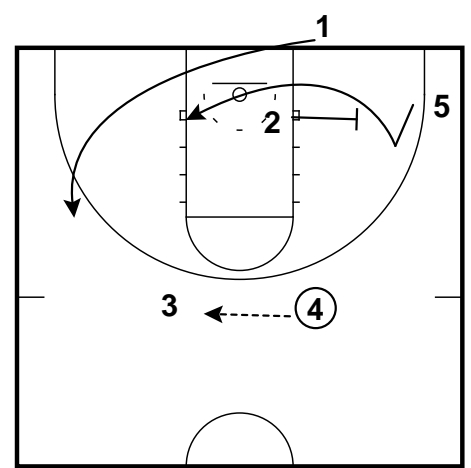
Flat Flex BLOB



2 cuts across lane

3 fills other high elbow

Flat Flex BLOB

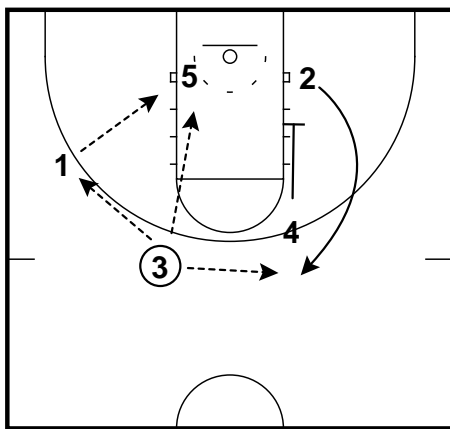


1 comes inbounds to weakside wing

2 cross screens for 5 who FLEX cuts

4 reverses to 3

Flat Flex BLOB



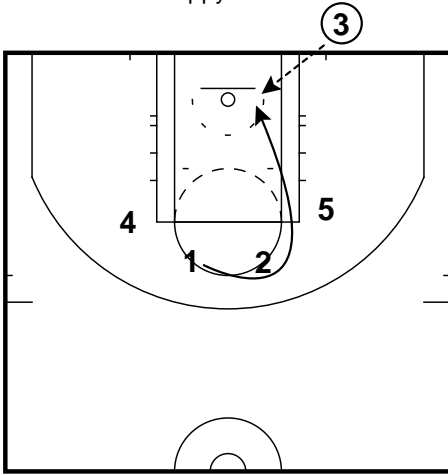
4 downscreens for 2 (STS FLEX action)

3 can:

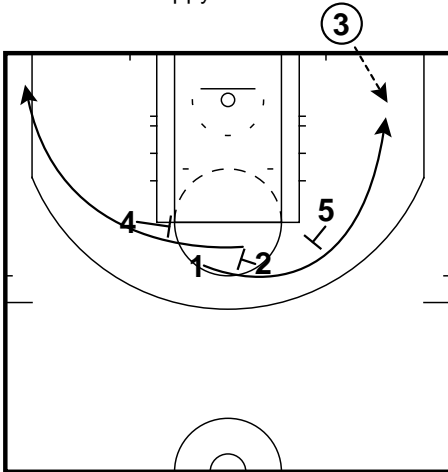
- Fully reverse to 1
- Enter to 5
- pass to 2 coming off downscreen

Baseline Out-of-Bounds

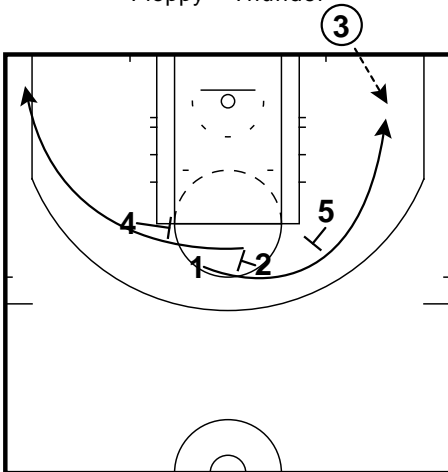
Floppy - Dive



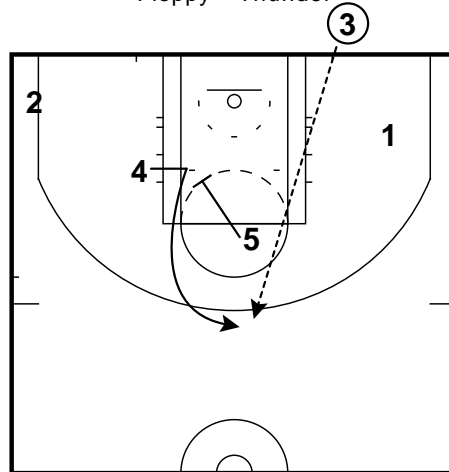
Floppy - Double



Floppy - Thunder

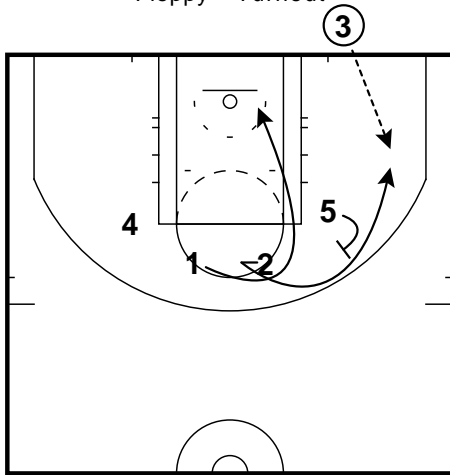


Floppy - Thunder

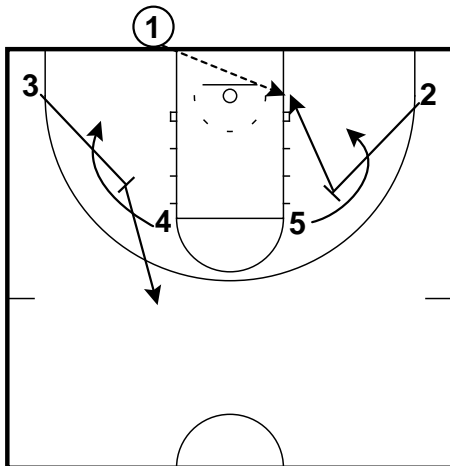


Baseline Out-of-Bounds

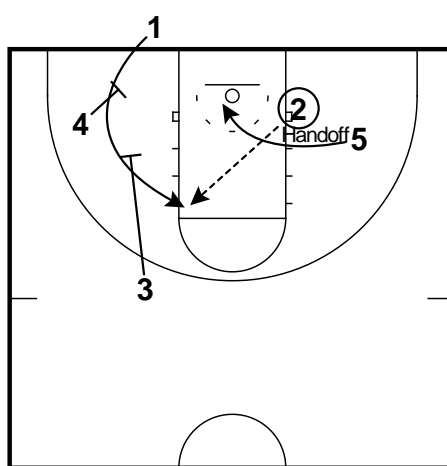
Floppy - Turnout



Funnel 2



Funnel 2

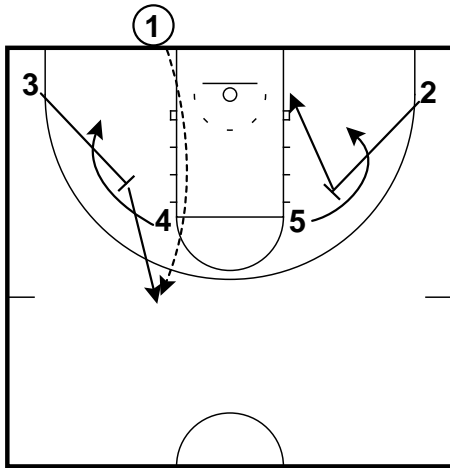


2 and 3 set pin screens for 4 and 5. 2 releases to basket, 3 releases to top. 1 inbounds to 2.

If 2 is not open for the layup, 5 cuts off of 2 looking for a handoff or bounce pass. 3 and 4 set a staggered screen for 1. 2 looks opposite for 1 at the elbow.

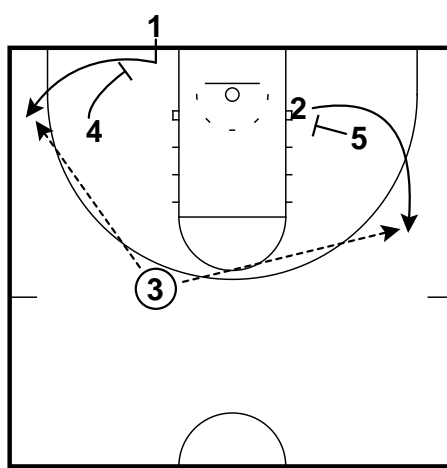
Baseline Out-of-Bounds

Funnel 3



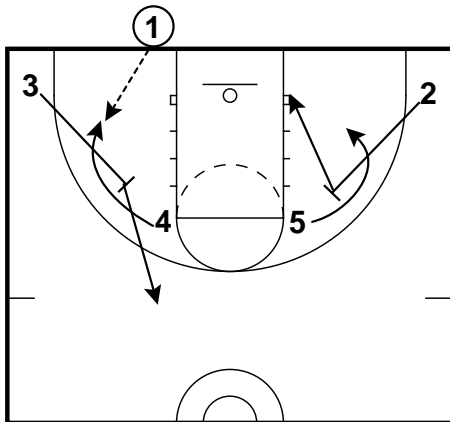
2 and 3 set pin screens for 4 and 5. 2 releases to basket, 3 releases to top. 1 inbounds to 3.

Funnel 3



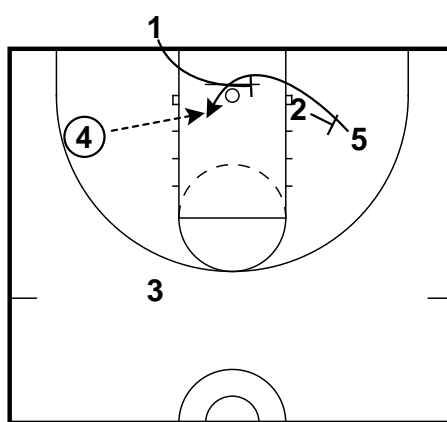
4 sets a pin screen for 1 as 5 sets a pin screen for 2. 3 can hit 1 or 2 for the shot.

Funnel 4



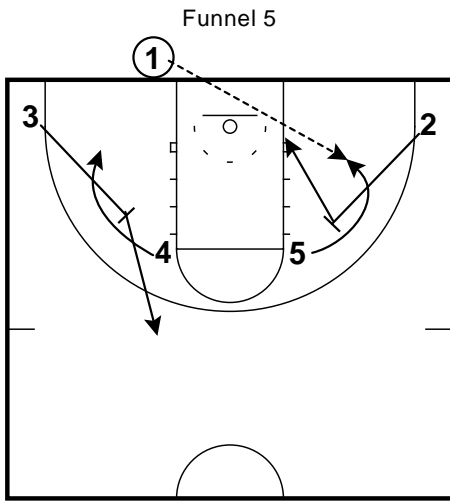
2 and 3 set pin screens for 4 and 5. 2 releases to basket, 3 releases to top. 1 inbounds to 4.

Funnel 4

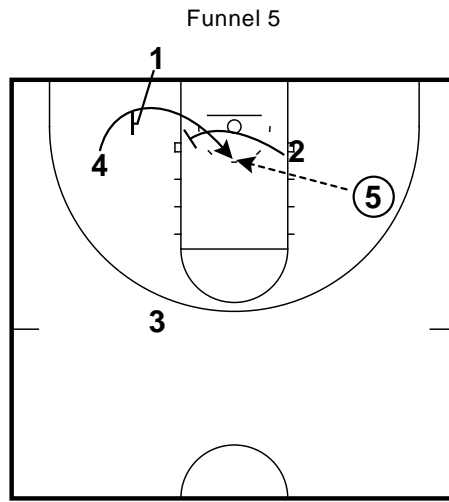


1 and 2 set a staggered screen for 5. 4 looks to hit 5 in the post.

Baseline Out-of-Bounds



2 and 3 set pin screens for 4 and 5. 2 releases to basket, 3 releases to top. 1 inbounds to 5.

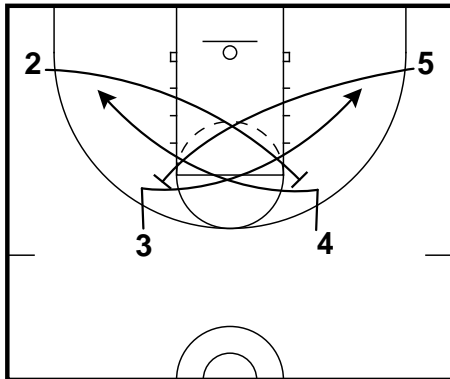


1 and 2 set a staggered screen for 4. 5 looks to hit 4 in the post.

Baseline Out-of-Bounds

Horseshoe 1

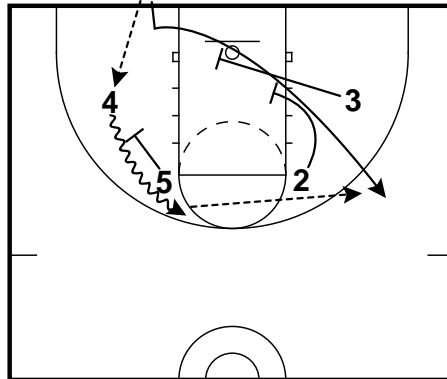
①



2 and 5 screen at opposite elbows. 3 and 4 use screens and cross to open area. 1 hits first open cutter.

Horseshoe 1

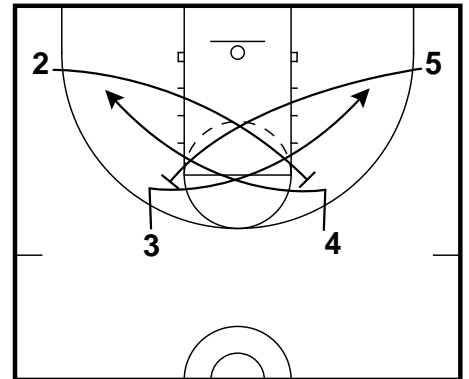
①



If 1 inbound to 4, then goes opposite off of a staggered screen from 2 and 3. 5 sets a ball screen for 4 who dribbles up and passes to 1 for the shot.

Horseshoe 1

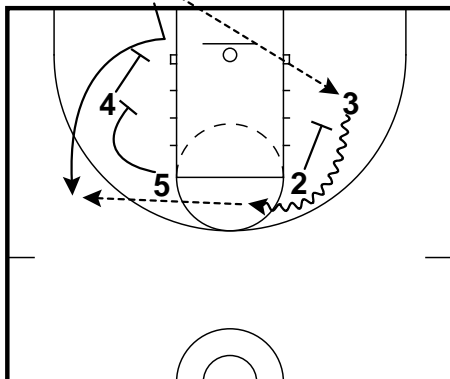
①



2 and 5 screen at opposite elbows. 3 and 4 use screens and cross to open area. 1 hits first open cutter.

Horseshoe 1

①

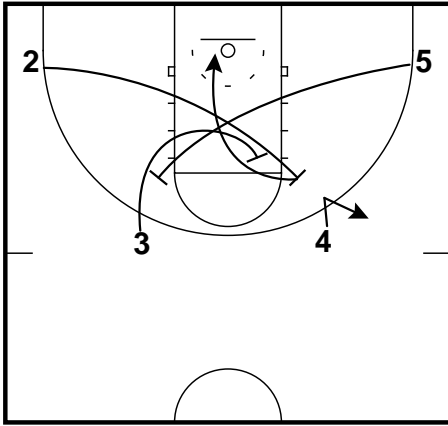


1 inbound to 3, then goes opposite off of a staggered screen from 4 and 5. 2 sets a ball screen for 3 who dribbles up and passes to 1 for the shot.

Baseline Out-of-Bounds

Horseshoe 2

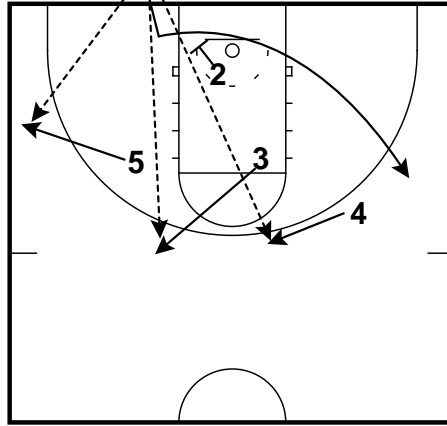
①



(Left) 2 and 5 screen at opposite elbows. 4 bumps 2's screen. 3 loops around 5's screen and sets a screen the screener for 2. 2 rolls to the rim. 1 hits 2 if open.

Horseshoe 2

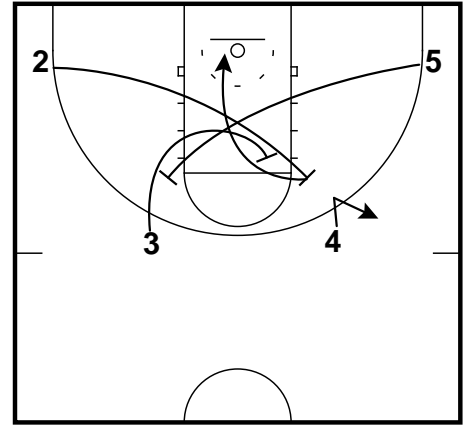
①



(Left) If 2 is not open, 3, 4 and 5 space toward ballside to get open. 1 hits the open player and gets a back screen from 2. 2 seals and looks to receive post feed.

Horseshoe 2

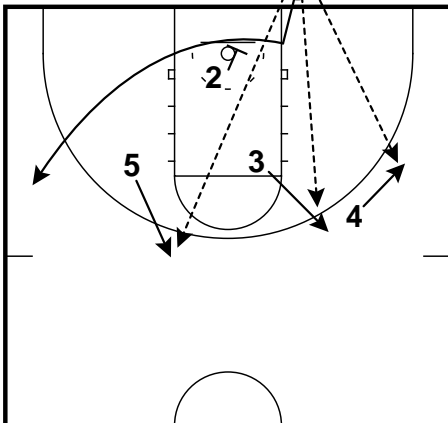
①



(Right) 2 and 5 screen at opposite elbows. 4 bumps 2's screen. 3 loops around 5's screen and sets a screen the screener for 2. 2 rolls to the rim. 1 hits 2 if open.

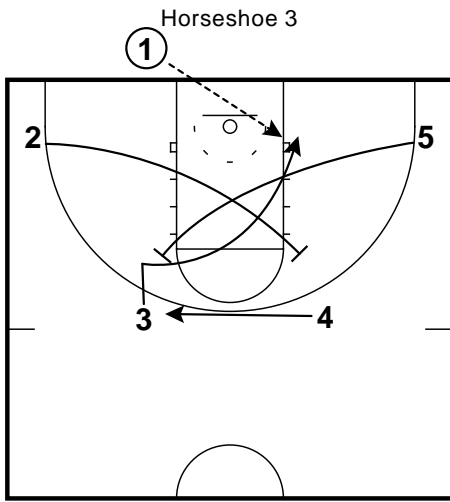
Horseshoe 2

①

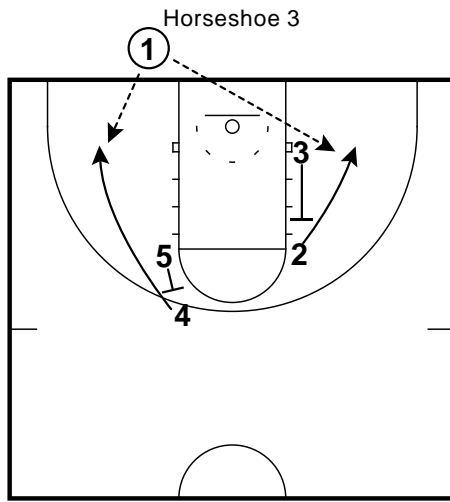


(Right) If 2 is not open, 3, 4 and 5 space toward ballside to get open. 1 hits the open player and gets a back screen from 2. 2 seals and looks to receive post feed.

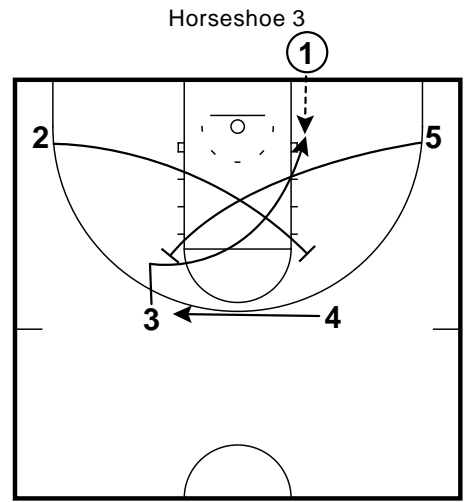
Baseline Out-of-Bounds



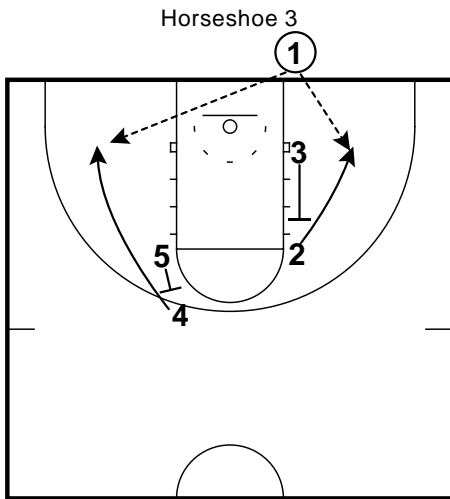
(Left) 2 and 5 screen at opposite elbows. 3 sets up screen and cuts to opposite block. 4 replaces 3. 1 hits 3 if open.



(Left) 3 and 5 screen up for 4 and 2. 1 hits an open cutter or one of the screeners shaping up.

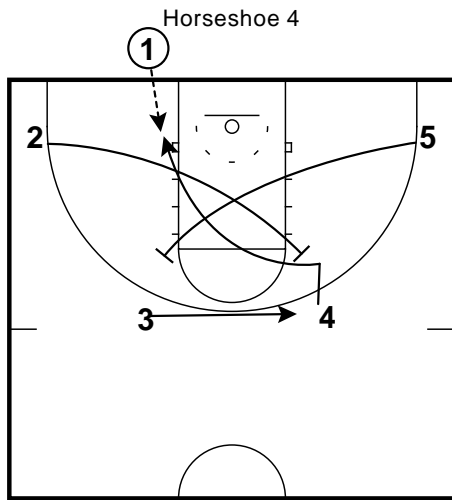


(Right) 2 and 5 screen at opposite elbows. 3 sets up screen and cuts to opposite block. 4 replaces 3. 1 hits 3 if open.

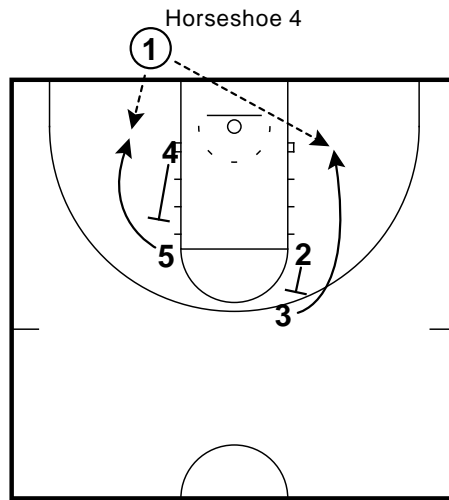


(Right) 3 and 5 screen up for 4 and 2. 1 hits an open cutter or one of the screeners shaping up.

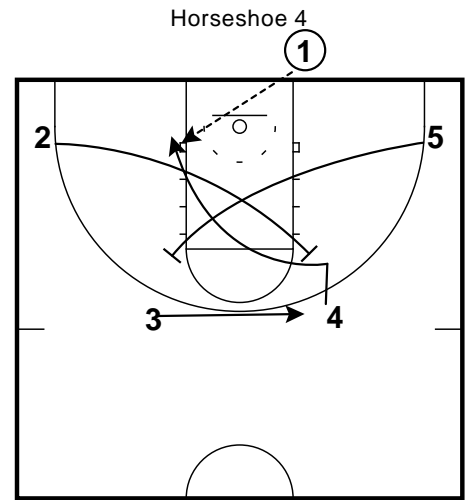
Baseline Out-of-Bounds



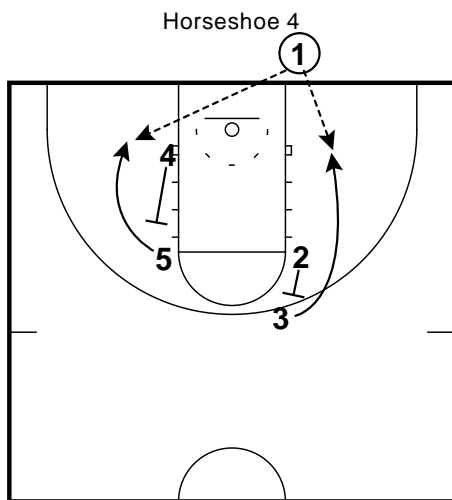
(Left) 2 and 5 screen at opposite elbows. 4 sets up screen and cuts to opposite block. 3 replaces 4. 1 hits 4 if open.



(Left) 2 and 4 screen up for 3 and 5. 1 hits an open cutter or one of the screeners shaping up.



(Right) 2 and 5 screen at opposite elbows. 4 sets up screen and cuts to opposite block. 3 replaces 4. 1 hits 4 if open.

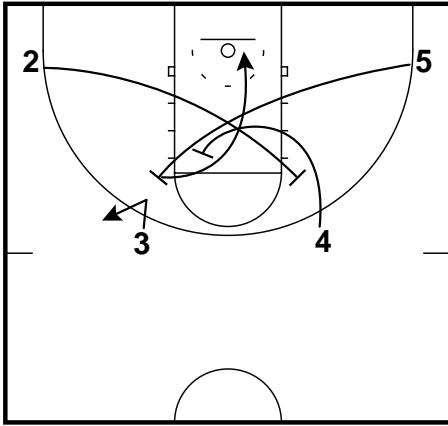


(Right) 2 and 4 screen up for 3 and 5. 1 hits an open cutter or one of the screeners shaping up.

Baseline Out-of-Bounds

Horseshoe 5

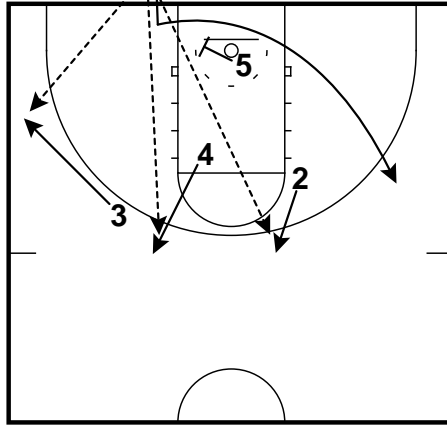
①



(Left) 2 and 5 screen at opposite elbows. 3 bumps 5's screen. 4 loops around 2's screen and sets a screen the screener for 5. 5 rolls to the rim. 1 hits 5 if open.

Horseshoe 5

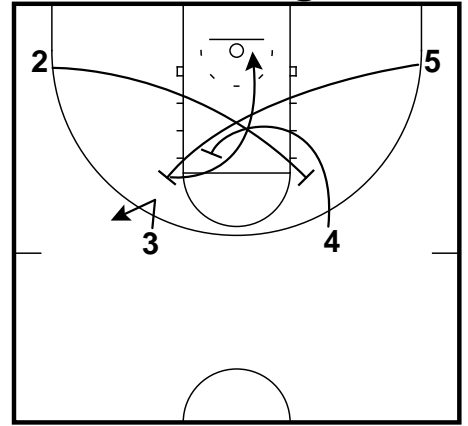
①



(Left) If 5 is not open, 2, 3 and 4 space toward ballside to get open. 1 hits the open player and gets a back screen from 5. 5 seals and looks to receive post feed.

Horseshoe 5

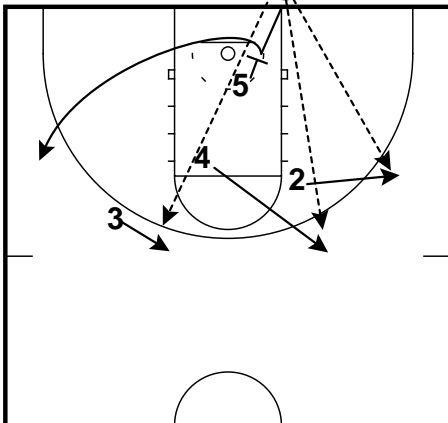
①



(Right) 2 and 5 screen at opposite elbows. 3 bumps 5's screen. 4 loops around 2's screen and sets a screen the screener for 5. 5 rolls to the rim. 1 hits 5 if open.

Horseshoe 5

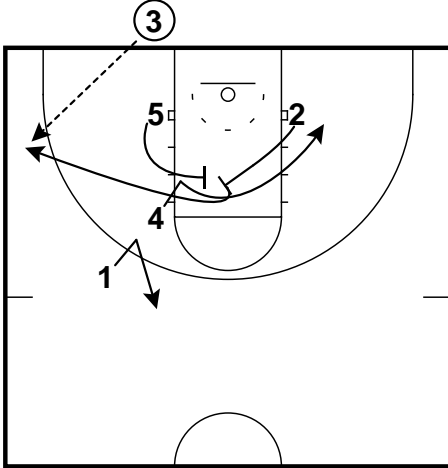
①



(Right) If 5 is not open, 2, 3 and 4 space toward ballside to get open. 1 hits the open player and gets a back screen from 5. 5 seals and looks to receive post feed.

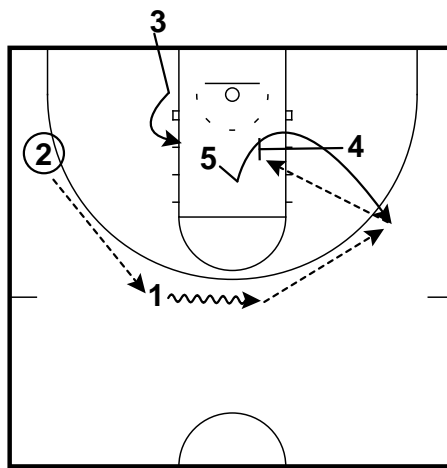
Baseline Out-of-Bounds

Inbound 'X' Series



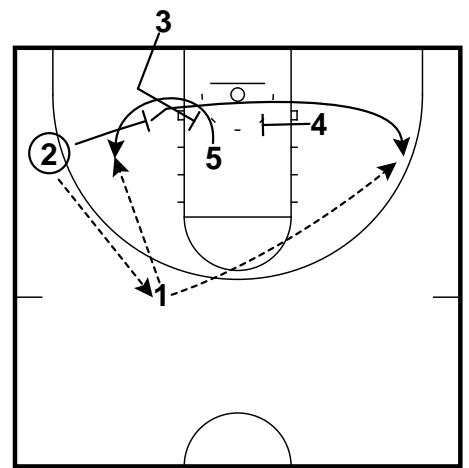
3 takes the ball out of bounds. 2 sets a diagonal screen for 4 cutting to the post. 5 sets a cross screen for 2. The pass to 2 is our first option. 1 v-cuts to the top.

Inbound 'X' Series



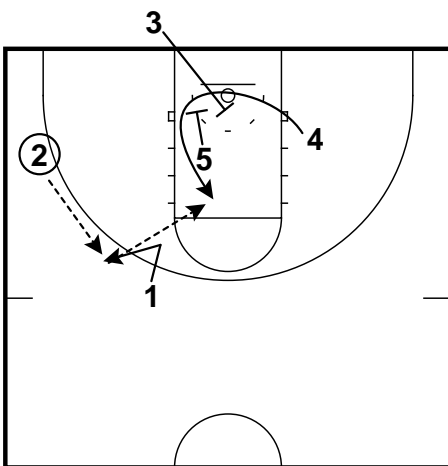
3 steps inbounds and looks to seal the defender inside. If 3 is not open immediately, 2 passes to 1. On the pass to 1, 5 comes off a baseline screen from 4 to receive the pass from 1. 5 can shoot or look for 4 on the block.

Inbound 'X' Series



Run this action as a counter. On the pass from 2 to 1, 5 drops to the baseline then curls off a double screen from 3 and 2. 2 then clears to the opposite wing off a screen from 4. 1 can pass to either 5 or 2.

Inbound 'X' Series

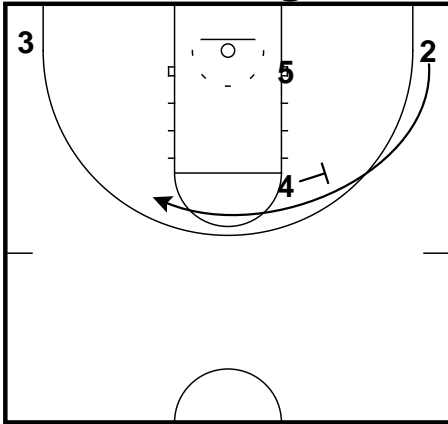


Another counter to the original action is to have 3 and 5 set a double screen for 4.

Baseline Out-of-Bounds

Kansas EOG BLOB

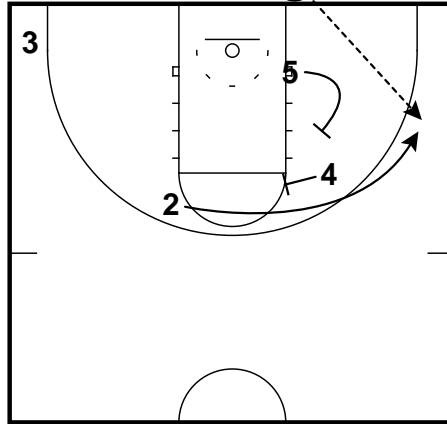
①



As the official hands the ball to 1, 2 starts early and cuts over a screen by 4.

Kansas EOG BLOB

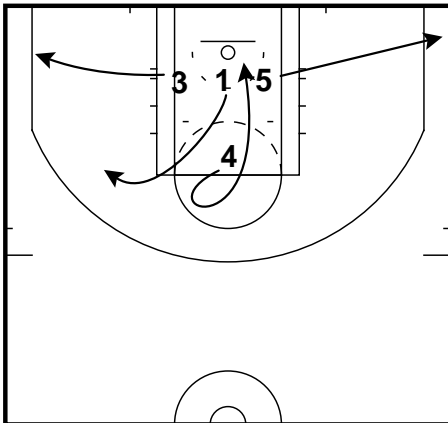
①



2 reverses and catches a double or stagger screen by 4/5 to get an open 3pt look on the wing.

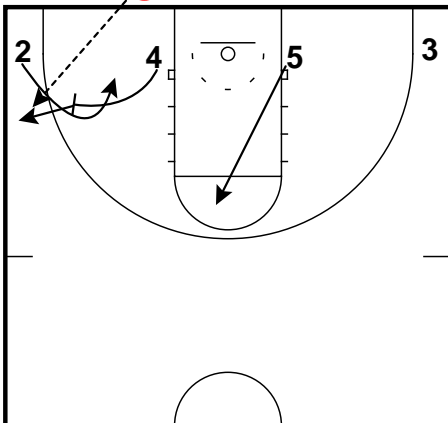
Line

2



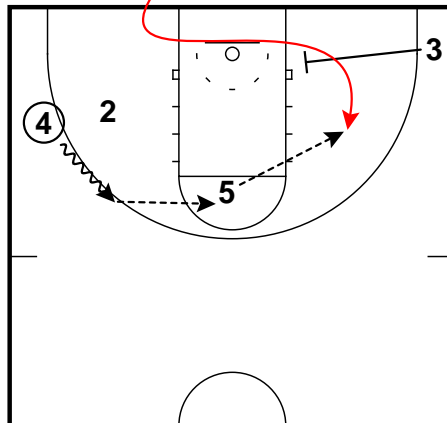
Low 1

①



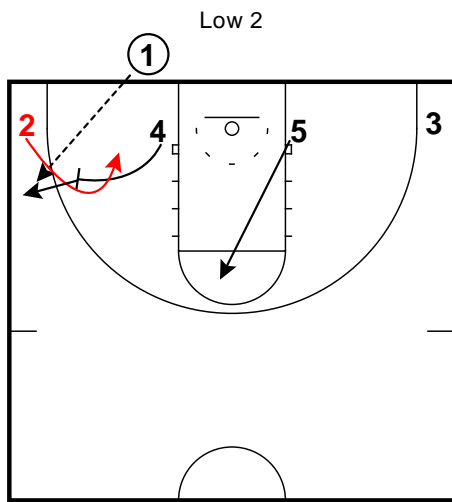
4 back screens for 2, then shapes up to receive pass from 1. 5 flashes to high post.

Low 1

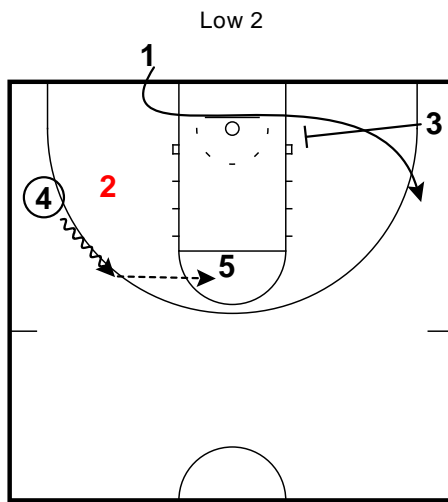


4 dribbles up and hits 5 in the high post. 3 pins in for 1 coming inbounds to receive pass from 5 for shot.

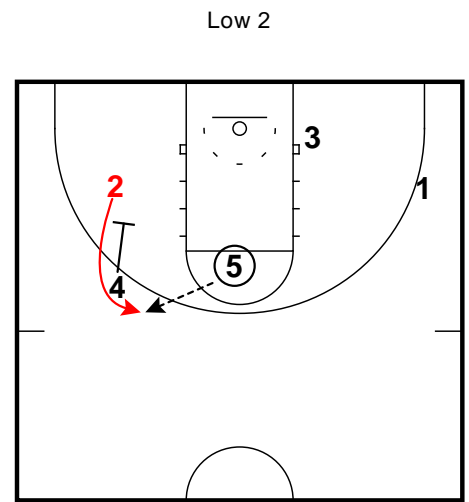
Baseline Out-of-Bounds



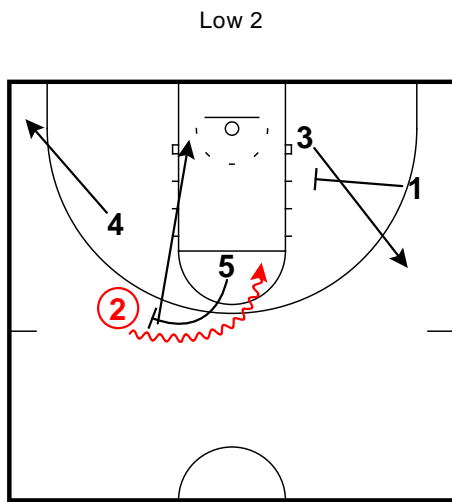
4 back screens for 2, then shapes up to receive pass from 1. 5 flashes to high post.



4 dribbles up and hits 5 in the high post. 3 pins in for 1 to wing.

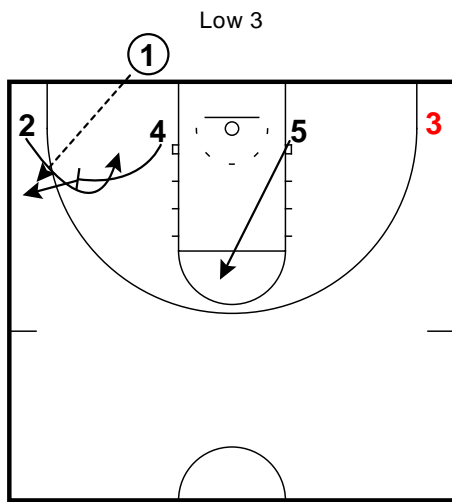


Frame 3: 4 turns and screens for 2, who curls to receive pass from 5 for shot.

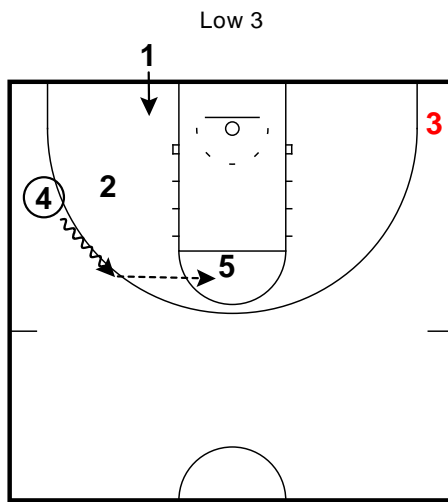


Frame 4: If shot for 2 is not open, 5 follows pass with a ball screen for 2. 1 pins in for 3, 4 fades to corner, and 5 rolls to the rim.

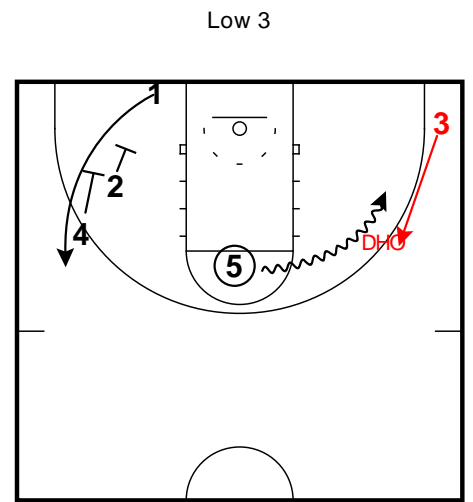
Baseline Out-of-Bounds



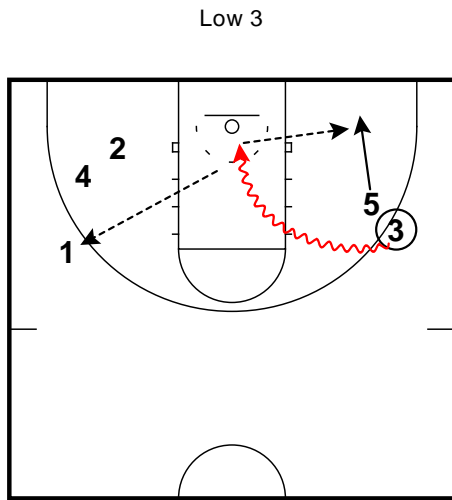
4 back screens for 2, then shapes up to receive pass from 1. 5 flashes to high post.



4 dribbles up and hits 5 in the high post as 1 steps inbounds.

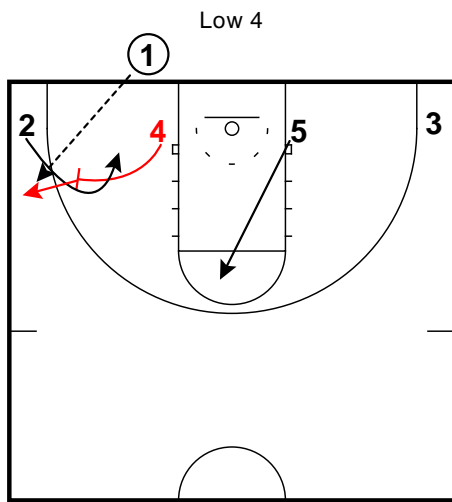


Frame 3: 2 and 4 set a staggered double for 1. 5 enters a dribble handoff with 3.

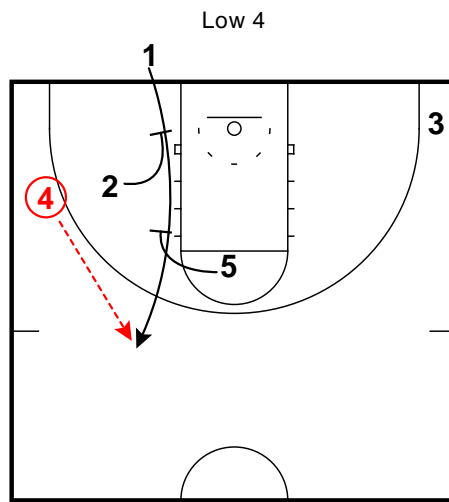


Frame 4: 3 turns the corner looking to score, hit 1 off the double, or hit 5 popping to short corner.

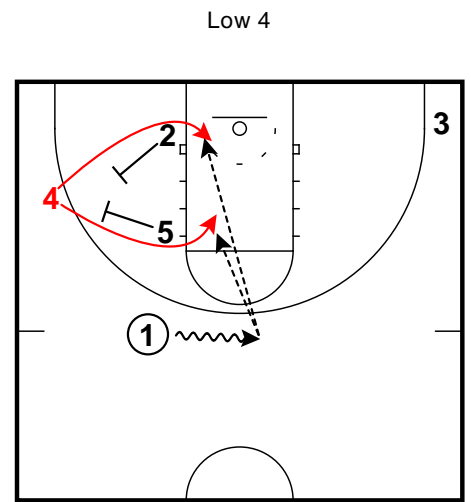
Baseline Out-of-Bounds



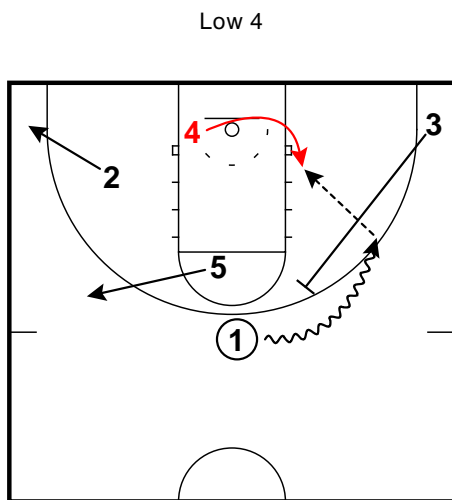
4 back screens for 2, then shapes up to receive pass from 1. 5 flashes to high post.



2 and 5 set a staggered double for 1 to receive pass from 4.



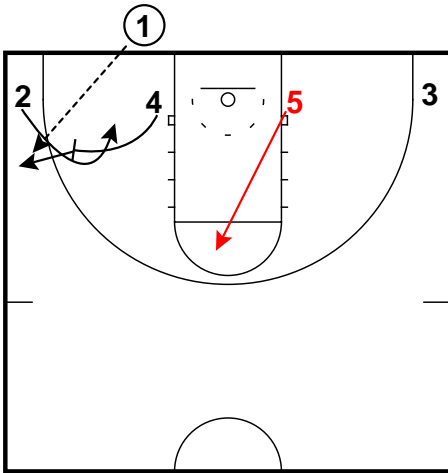
Frame 3: 2 and 5 set a double screen for 4. 4 can go over or under looking for pass from 1.



Frame 4: If 4 is not open, 3 sets a ball screen for 1 as 4 loops under basket for a post feed.

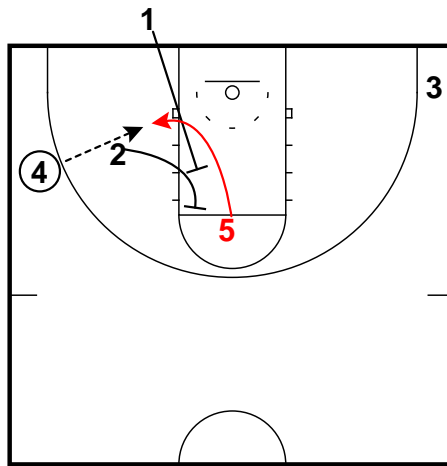
Baseline Out-of-Bounds

Low 5



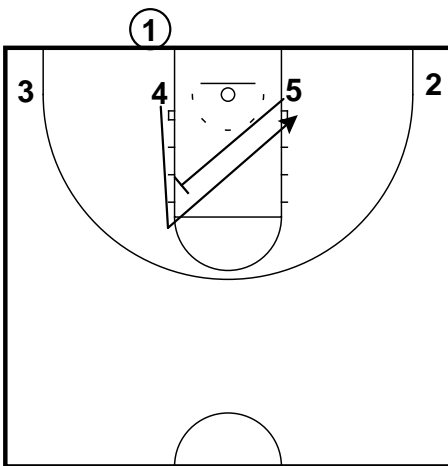
4 back screens for 2, then shapes up to receive pass from 1. 5 flashes to high post.

Low 5



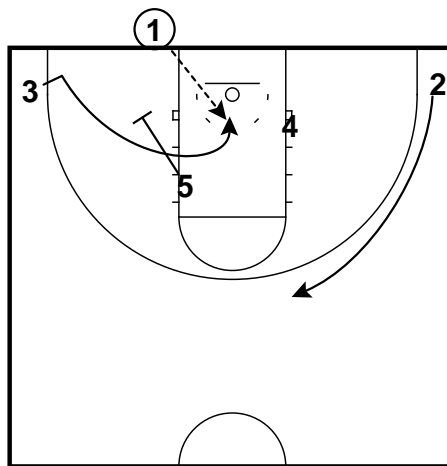
1 and 2 set a staggered screen for 5 to the ball side block for a post feed.

Low Lob



Starting in a 4 low set, 4 calls for lob entry at the elbow. 5 sets a delay screen for 4 flashing to the opposite block

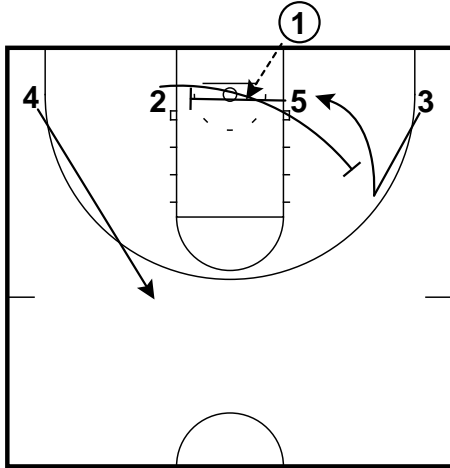
Low Lob



After 5 screens for 4, 5 screens for 3 who come off the screen looking for the lob at the front of the rim. 2 cuts to top of the key for release.

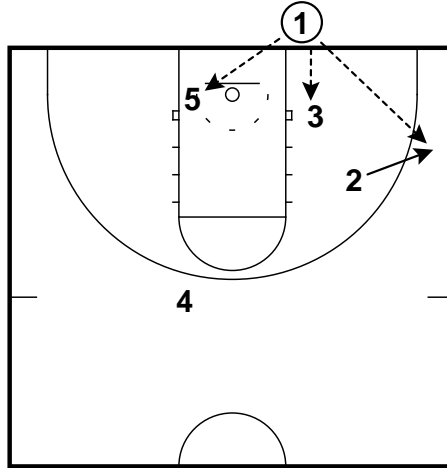
Baseline Out-of-Bounds

Low Series - Across



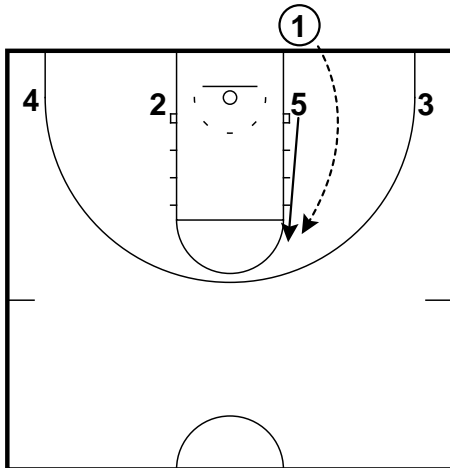
5 screens across the lane for 2 who goes baseline side looking for the ball, then back screens for 3 who sets up the screen by starting up the arc. 5 must try to pin and seal on the screen. 4 cuts up the arc for floor balance and release.

Low Series - Across



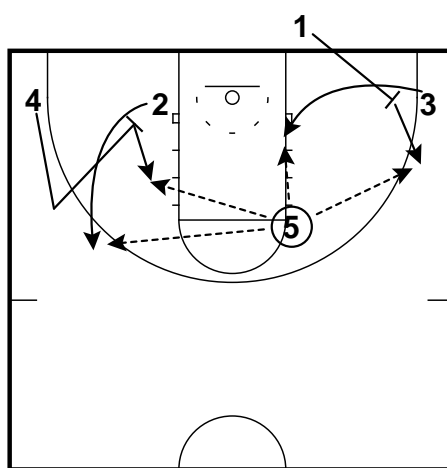
1 looks to hit 5 sealing, 3 on cut to basket, or 2 shaping up.

Low Series - Basic



1 throws over the top to 5 near the elbow. 1 must practice throwing this lob pass and reading how the defense is playing it. If 5's defender or 1's defender are baiting the pass, 1 must look for one of the counter actions.

Low Series - Basic



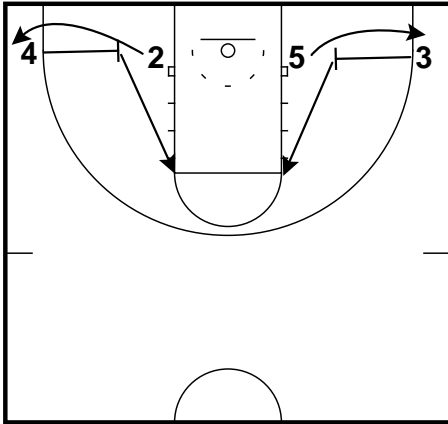
1 steps in to screen for 3 who goes baseline side of the screen as 1 tries to pin and seal. 4 steps up the arc and sets up a flare screen for 2. 5 hits the open player.

* 1 is open for a 3-pointer on the shape up a majority of the time.

Baseline Out-of-Bounds

Low Series - In

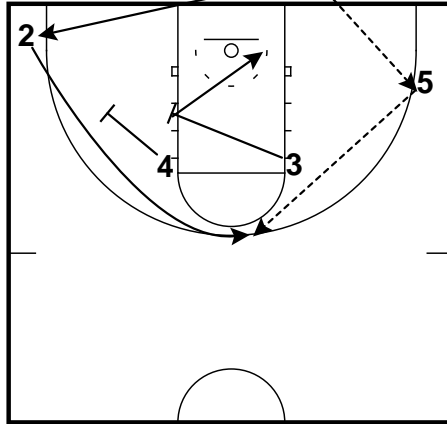
①



4 and 5 screen in for 2 and 3 to the corners. After setting their screens, 4 and 3 cut to their respective elbows.

Low Series - In

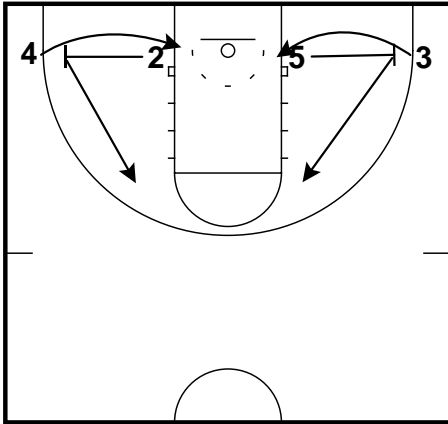
①



If we do not get a shot on the inbounds pass, 3 and 4 set a staggered screen opposite the direction the ball comes inbounds for the other shooter. 1 follows to the opposite corner. The second stagger screener rolls back to the basket.

Low Series - Out

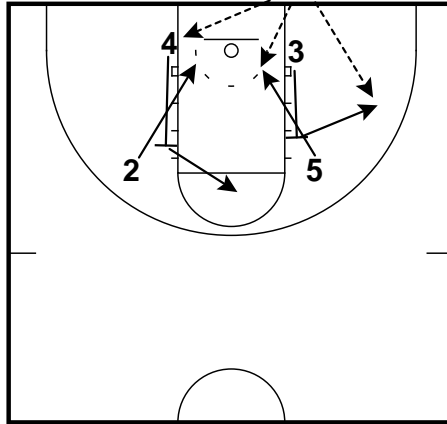
①



2 and 5 screen out for 4 and 3, respectively. 3 and 4 must cut baseline side of the screens. 5 seals for a count, then breaks to the high post area if not open. 2 spins off of screen and cuts to the opposite elbow area.

Low Series - Out

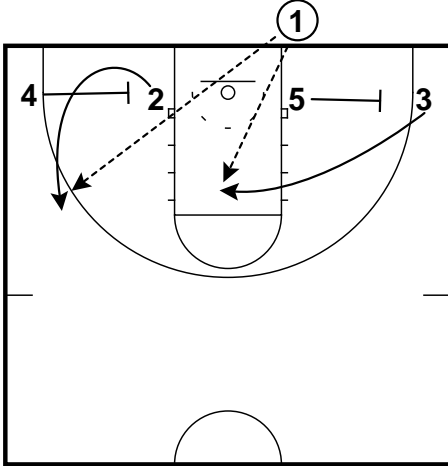
①



3 and 4 screen for 5 and 2 cutting to the basket, then shape up looking for the ball.

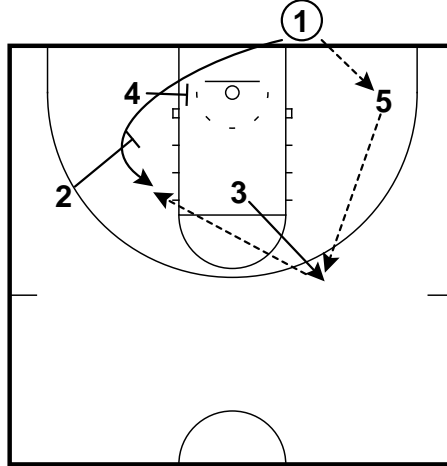
Baseline Out-of-Bounds

Low Series - Strong



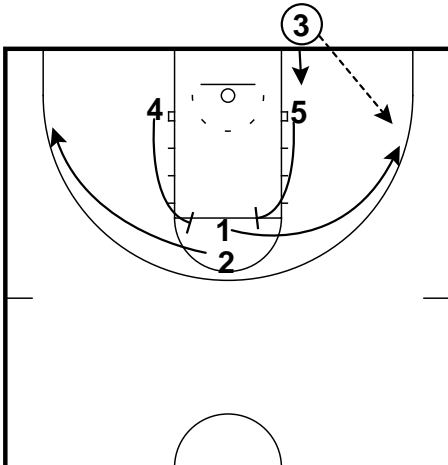
4 and 5 screen for 2 and 3, respectively. 2 breaks to opposite wing and 3 breaks to the high post. 4 and 5 must pin and seal their defenders on the screens.

Low Series - Strong



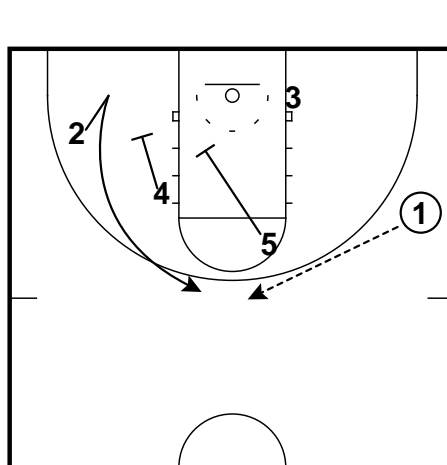
1 hits 5 sealing and loops around a staggered screen from 2 and 4. 3 steps out to receive pass from 5 and hits 1 for the shot.

MILAN



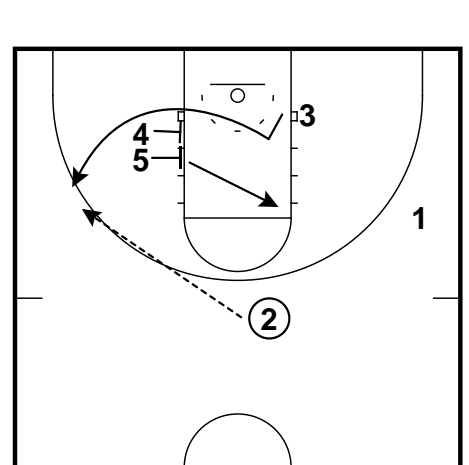
- 4 and 5 go up to set screens for 1 and 2 at the free throw line
- 2 goes to the opposite corner
- 1 goes to the ball side wing and gets the pass from the 3

MILAN



- 4 and 5 set a double stagger screen for the 2
- 2 comes off the screen and gets a pass from 1 at the top of the key
- 3 steps in at the block

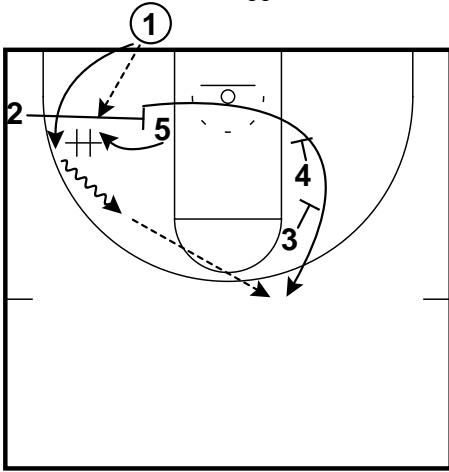
MILAN



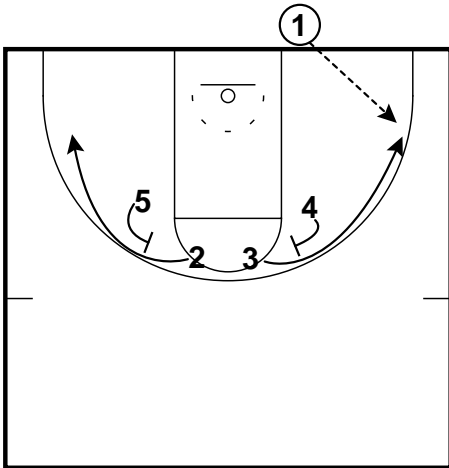
- 4 and 5 turn and set a double screen for the 3 cutting baseline
- 2 looks to pass to 3 coming off the double screen

Baseline Out-of-Bounds

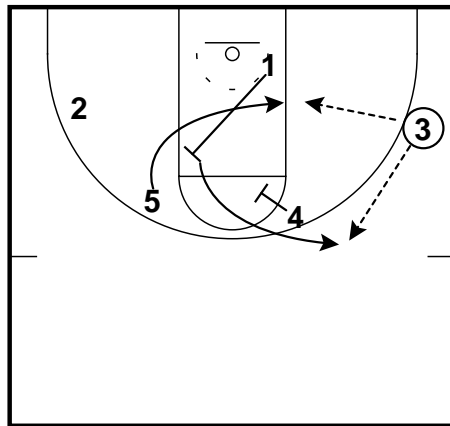
Mix Stagger



Pairs Rice

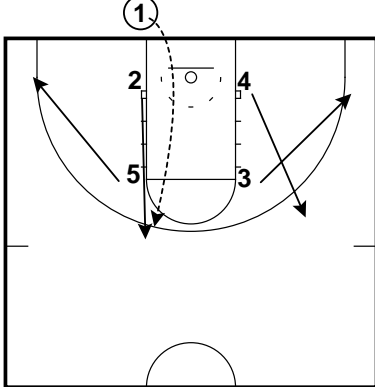


Pairs Rice



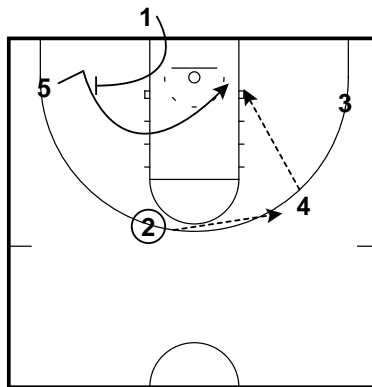
Baseline Out-of-Bounds

Play 1 & 2 Man or Zone



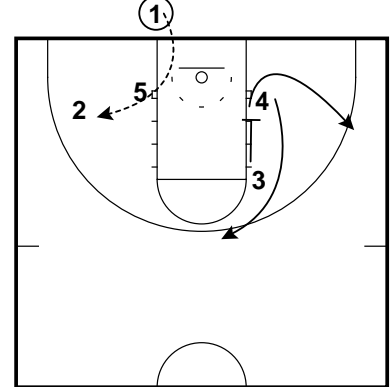
1 enters to 2 off her cut high. 5 exits corner, 3 and 4 fill perimeter.

Play 1 & 2 Man or Zone



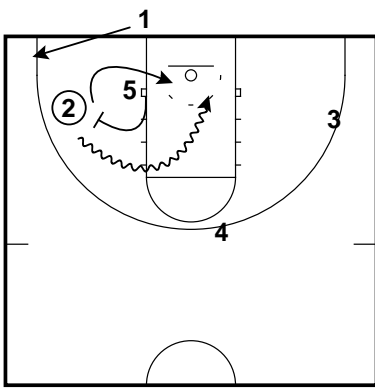
1 steps in to set a flex screen for 5. 3 and 4 fill perimeter.

Play 1 & 2 Man or Zone



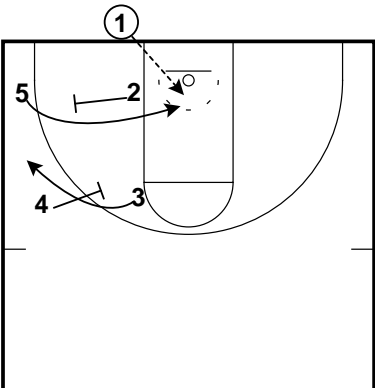
2 posts for the entry pass from one as 3 sets down screen for 4.

Play 1 & 2 Man or Zone



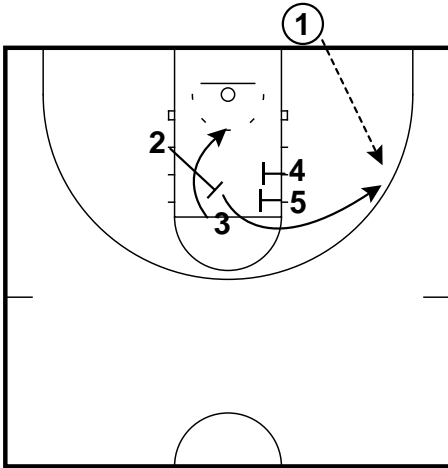
5 sets a ball screen for 2 and rolls.

Quick



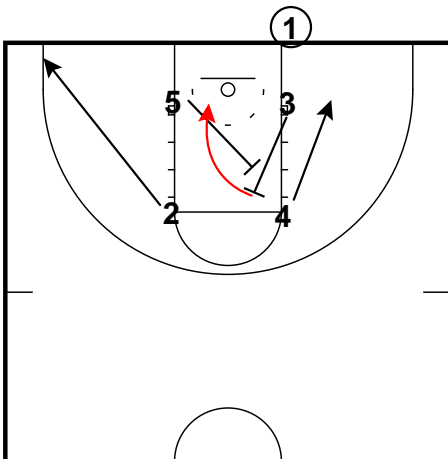
Baseline Out-of-Bounds

Rome



- 2 sets a back screen for 3 at the free throw line
- 4 and 5 turn and sets a double screen for 2
- 1 looks for 2 coming off the screens

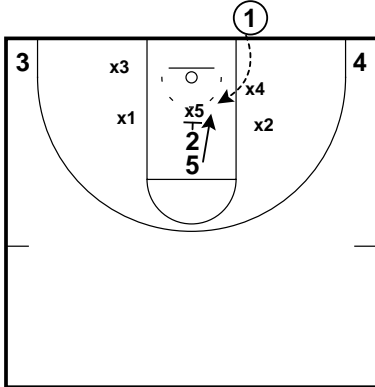
Screen the Screener



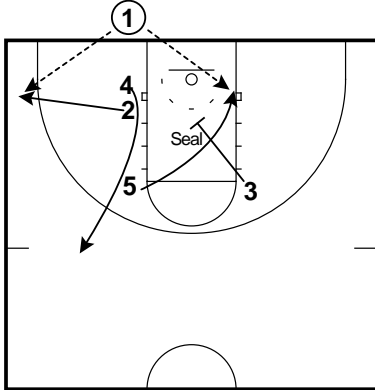
3 screens for 4 as 2 sprints to the weak corner. 5 then screens for 3 who dives to the rim for a layup.

Baseline Out-of-Bounds

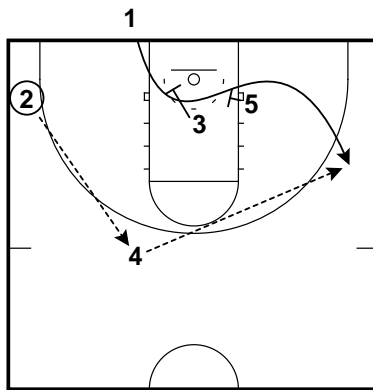
Stack Lob (vs Zone)



Stack Weave



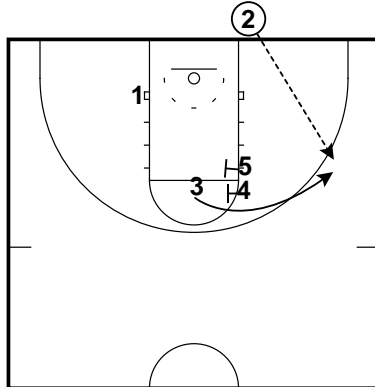
Stack Weave



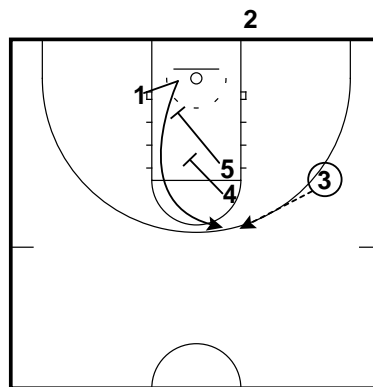
3 seals the defender in middle as 5 cuts to opposite block. 2 cuts to corner and 4 releases. 1 can hit 2, 4 or 5.

On the inbound to 2 or 4, 1 weaves through a staggered screen from 3 and 5, coming out on weak side as ball is reversed for a shot.

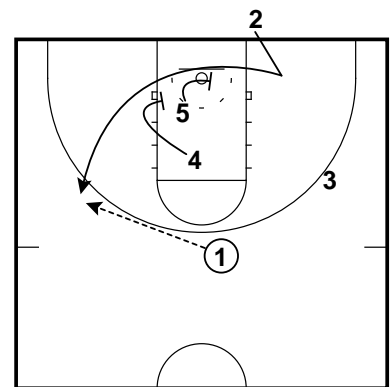
Stagger



Stagger



Stagger

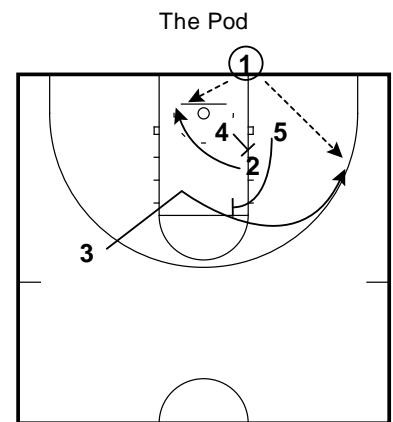
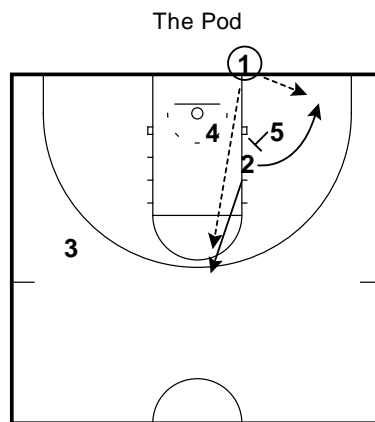
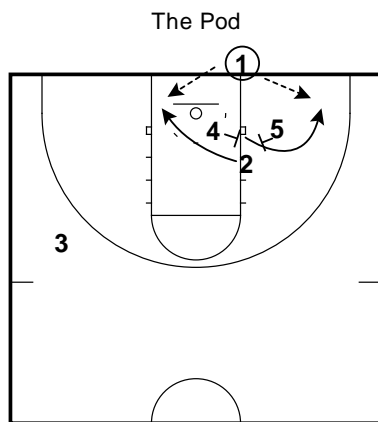
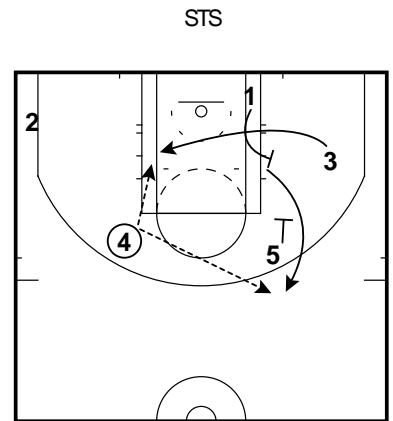
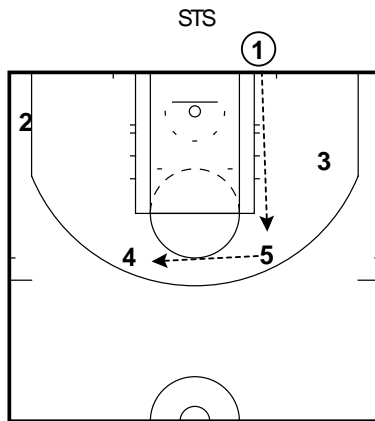
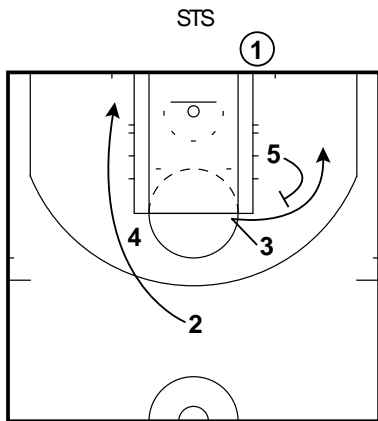


3 comes off a stagger and gets ball on wing.

4 and 5 set stagger for 1. 1 gets ball on top of the key.

2 comes off stagger to opposite wing to receive ball for a shot.

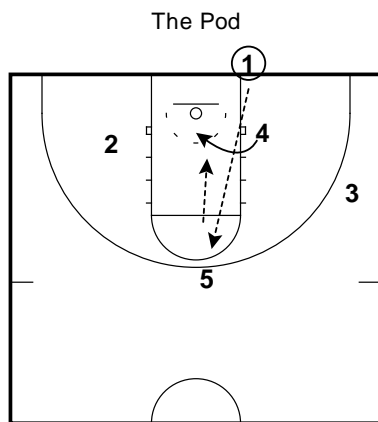
Baseline Out-of-Bounds



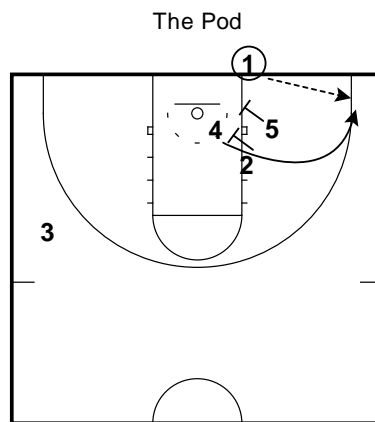
Screen the screener. 4 screens 2 and 5 screens 4.

Single guard screen. Jumper for 2 either off the screen or the pop.

2 guard screens. 4 for the 2 and 5 for the 3.



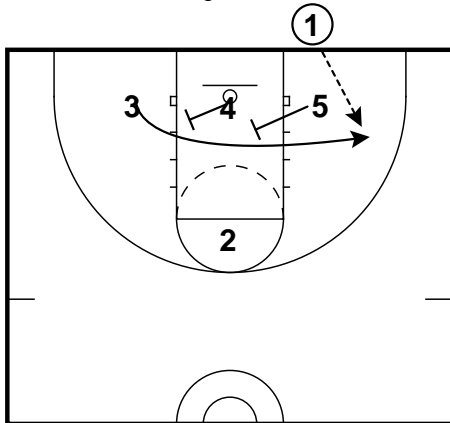
If they don't get anything they'll hit the 5 who looks for high-low.



2 screens for the inside post.

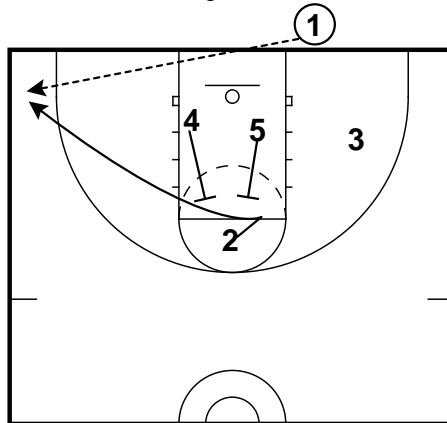
Baseline Out-of-Bounds

Triangle Across



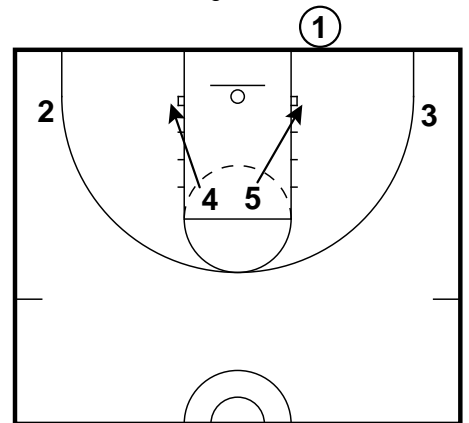
4 and 5 set a staggered screen for 3. 1 inbounds to 3 for a shot.

Triangle Across



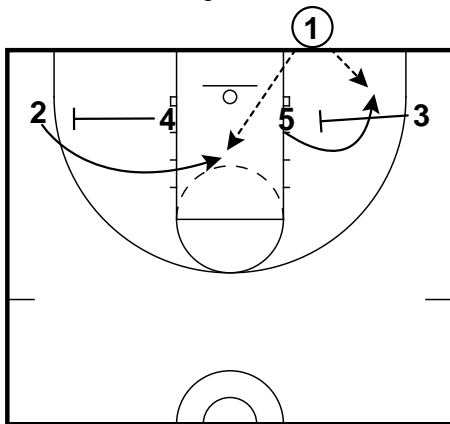
If 3 is not open, 4 and 5 set a staggered screen for 2. 2 sets it up and cuts to corner. 1 hits 2 for shot.

Triangle Across



If 2 and 3 are not open, 4 and 5 roll to basket looking for the ball.

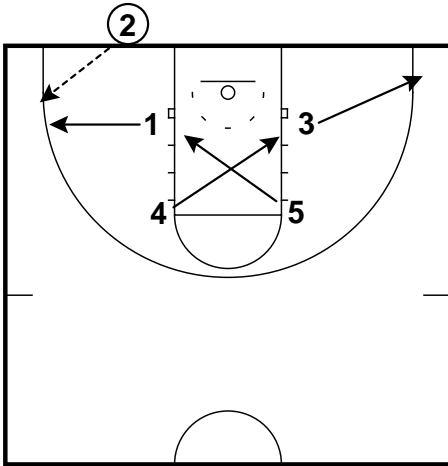
Triangle Across



If the ball is still not inbound, 3 and 4 screen across for 5 and 2.

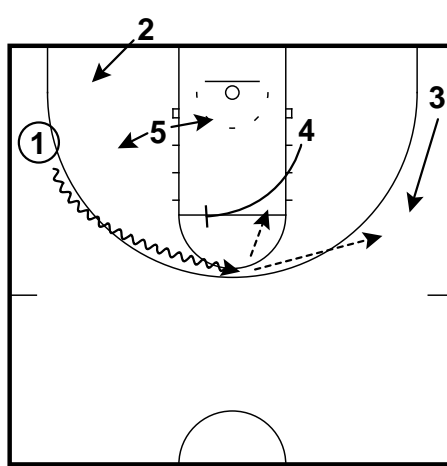
Baseline Out-of-Bounds

Venice



- 2 and 3 go out to the corners
- 5 cuts to the strongside block
- 4 cuts to the weakside block right behind 5
- 2 inbounds to 1 in the corner

Venice



- 2 steps in to short corner
- 4 sets on ball screen for 1

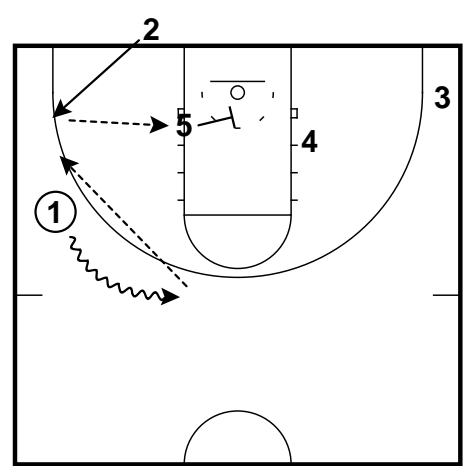
Coming off the screen the 1 has the following options:

- look at the 5 sealing in the middle or on the fill behind

or

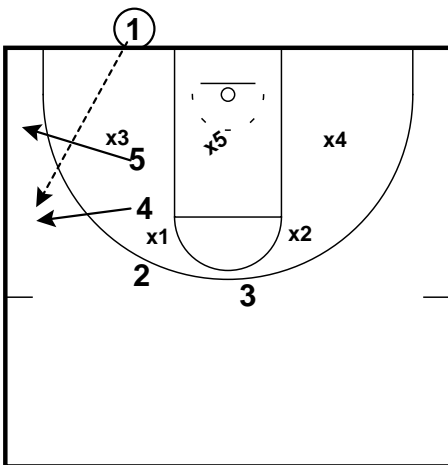
- 3 coming up to the wing

Venice

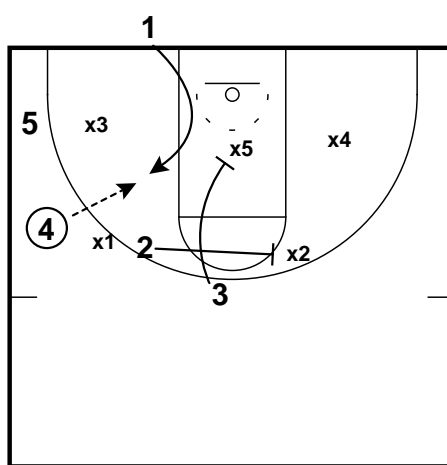


OR: Once the 2 inbounds the ball into the 1 the 1 can dribble up and pass back to the 2 who hits the 5 posting up.

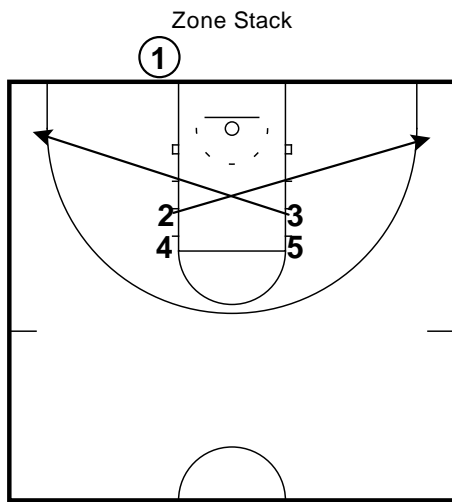
Zone Flash



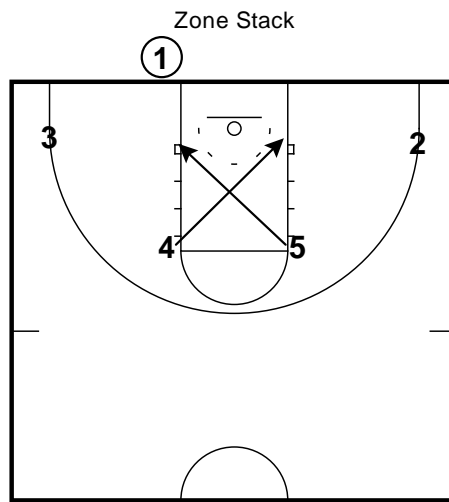
Zone Flash



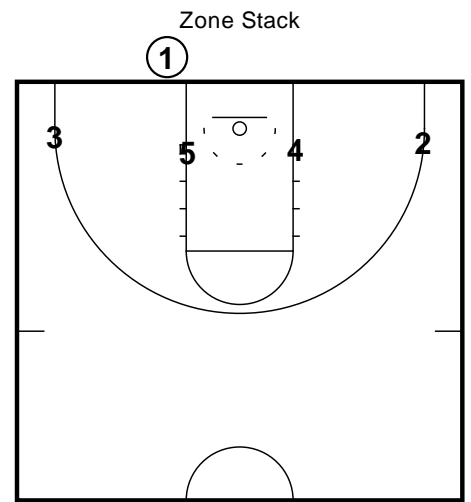
Baseline Out-of-Bounds



Guards stack on top of post. Guards cut first, crossing to the corners



Post flash into gaps after #2 and #3 cut



#1 reads the defense and hits open player.